



**2010**  
**EXTREME SPORTS ASSOCIATION**  
**OFFICIAL RULE BOOK**

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# The Extreme Sports Association

## PART I MENS SLOW-PITCH SOFTBALL

### DEFINITIONS

**It is the responsibility of coaches/managers/sponsors to know the ESA SPORTS Rules and By-Laws. Ignorance of these Rules and By-Laws is not grounds for protest or appeal.**

#### **RULE 1 – DEFINITIONS & GENERAL RULES**

**Sec. 1 RANDOM BAT CHECK:** All bats will be inspected by the umpire prior to game time if any bat's are suspected to be altered prior to the game the umpire has the right to remove the bat from the field of play and issue an altered bat warning notice. A warning notice requires the Player and the Players Bat be documented by Make, Model, and Serial. Should the player receive a second notice within the same year he will be subject to a first offense suspension in accordance to Rule 3.

- a. **HITTING THE PITCHER:** If at any time a batted ball strikes a pitcher the umpire is permitted to seize the bat from the batter until the severity of the infraction is determined. If the pitcher requires on-site medical attention and is immediately taken for medical treatment, the bat used during the infraction will be submitted for testing to it's respective manufacturer. During this time the batter will be given a ESA Sports incident form and will receive his bat when it is deemed legal by the manufacturer. If the bat is not deemed legal by the manufacturer it will not be returned to the player and the appropriate course of action will be taken in accordance to the altered bat rule (see rule 3). If the bat meets the manufacturer's standards the bat will be returned to the owner and the owner will also be awarded one free tournament for the year for cooperating with ESA SPORTS.
- b. A bat is considered altered when the physical structure of a legal bat has been changed, or an illegal or non-approved bat has been changed to resemble a legal bat. Examples of altering a bat are, but not limited to, the following: painting a bat, replacing the handle of a metal bat with a wooden or other type handle, or inserting material inside the bat. A flare or cone grip that does not meet the specifications of Rule 3 is considered an altered bat.

**EFFECT:** The Player in question is suspended from any and all play from any division or class with ESA SPORTS for one year.

**Sec. 2 APPEAL PLAYS:** A play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before all infielders (including the pitcher) have left the field (crossed the foul lines). The appealed play does not change the type of out that is being appealed. **There is such a thing as a fourth out appeal. This appeal is only done in order to prevent a run from scoring.**

**Sec.3 APPROVED BAT:** A bat model becomes approved after the bat manufacturer submits the bat to ESA SPORTS after being tested by the official test facility and said model meets the requirements of a legal bat as defined in Rule 3. Sec. 1

**Sec. 4 BALL REPLACEMENT:** A pitcher will have a choice of balls at the start of each half inning, with the exception that if both balls do not get into play in the first half inning, the pitcher, in the bottom of the first inning, must pitch the unused ball. Thereafter, every third out, the ball in play must be returned to the pitcher's plate. The pitcher, now taking the field, has a ball to start the next half inning. Before throwing a warm-up pitch, the pitcher may request the other ball, giving the ball in his/her possession to the plate umpire. A choice has now been made, and the pitcher must pitch this ball until it goes out of play or becomes blocked.

**Sec. 5 BASE PATH:** The base path is an imaginary line, three feet on either side of a direct line between the bases.

**Sec. 6 BASERUNNER:** A player on the team at bat who has finished his/her batting turn, reached first base, and has not yet been put out.

**Sec. 7 BATTER'S BOX:** The area in which the batter is restricted to while in position to bat. The batter must have both feet entirely within the lines of the box prior to the pitch (the lines are considered to be within the box).

**Sec. 8 BATTER-BASERUNNER:** A player who has finished his turn at bat but has not yet been put out or touched first base.

**Sec. 9 BATTING ORDER:** The batting order is the official lineup of offensive players, listing the order in which team members must come to bat. A lineup card must include each player's name and defensive position; also the player's number must be indicated. (Also the designation of the extra player when used.)

**Sec. 10 BLOCKED BALL:** A live ball that is touched, stopped or handled by a person not engaged in the game; or which touches any object that is not part of the official equipment or playing area.

**EFFECT:** The ball is dead. See Rule 8, Sec. 5(e) for enforcement.

**NOTE:** A blocked ball is not called when a live ball strikes a base coach unintentionally.

**NOTE:** For offensive equipment causing a blocked ball, the runner closest to home plate will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

**Sec. 11 BUNT:** A bunt is a fair ball in which the batter does not take a full swing at the ball but holds the bat in such a manner in the path of the ball to tap the ball slowly to the infield. **EFFECT:** The ball is dead, the batter is out, and base runners may not advance.

**Sec. 12 CATCH:** A catch is a legally caught ball that occurs when a fielder secures a batted or thrown ball with his/her hand or glove. If the ball is merely held in the fielder's arms, or prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not complete until the ball is in the grasp of the fielder's hand or glove. It is not a catch if a fielder, immediately after he/she contacts the ball, collides with another player, or wall (fence), or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall have complete control of the ball, and his/her release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing, it is a valid catch. **NOTE:** An intentional dropped ball is a ball that has first been caught, by the definition of a catch, and is then intentionally dropped in an attempt to confuse or obtain additional outs. **EFFECT:** The ball is dead, the batter- base runner is called out, and all other runners are protected under the obstruction rule.

**If ASec. 13 CATCHER'S BOX:** The catcher's box is the area in which the catcher must stay until the pitched ball is batted or reaches the catcher's box (the lines of the box are considered within the box). All of the catcher's body and equipment must be within the catcher's box until the ball is batted or reaches the catcher's box. An illegal pitch is called if the batter does not swing.

**Sec. 14 CHARGED CONFERENCE:** A charged conference takes place when:

- a. (Defensive conference) the defensive team requests a suspension of play for any reason, and a representative, not in the field, enters the playing field and delivers a message, by any means, to the pitcher. It is not a conference when the representative enters the field and removes the pitcher or when the defensive team confers while the offense is in conference.
- b. (Offensive conference) the offensive team requests a suspension of play to allow the manager or other team representative, on or off the field, to confer with the batter or baserunner. It is not a charged conference when an offensive pitcher is putting on a warm-up jacket on base or if the offensive team confers while the defensive team is in conference.

**Sec. 15 CHIP:** A roster player reported as playing down no lower than one level below his highest officially registered player class ranking (Majors, A, B, C, D, E, Rec.). Playing down lower than one level is not permitted without prior review and approval. The following amount of legal chips permitted. **NOTE:** All "Out of State Player's" must be approved before tournament play. If your team is caught with an "Out of State Player" to avoid the chip rule you will forfeit all games and/or the tournament.

Major – Open

Class A – Open

Class B – (3) "A" Chips

Class C – (3) "B" Chips

Class D – (3) "C" Chips

Class E – (3) "D" Chips

Recreational – (3) "E" Chips

**Sec. 16 COACH:** A member of the team at bat who takes his place in the coach's box to direct his/her players in running the bases. Two coaches are allowed, one positioned at first base and one positioned at third base. One coach can have in his possession a scorebook and an indicator, which shall be used for scorekeeping purposes only. The defensive coaches/manager must remain in the dugout, as their normal position, when their team is playing defense. Failure to obey this rule, after a warning is issued, will result in the coach/manager being ejected.

**Sec. 17 DEAD BALL:** The ball is not in play and not considered in play again, until the pitcher has the ball in his possession and the umpire has called "play ball".

**DELAYED DEAD BALL:** An infraction, signaled by the umpire, in which the ball remains alive until all play has been completed and the umpire calls time.

**Sec. 18 FAIR BALL:** A fair ball is a batted ball that:

- a. Settles on fair territory between home plate and 1<sup>st</sup> base or home plate and 3<sup>rd</sup> base.
- b. Is on or over fair territory, including any part of 1<sup>st</sup> and 3<sup>rd</sup> bases, when bounding toward the outfield, or touches 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base.
- c. First falls in fair territory beyond 1<sup>st</sup> or 3<sup>rd</sup> base.
- d. While in or over fair territory, touches the person of any umpire or player.

e. While over fair territory, passes out of the playing field beyond the outfield fence.

**NOTE:** A fair fly shall be judged according to the relative position of the ball and foul line and not as to the position of the fielder at the time he/she touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. Home plate is in fair territory.

PLAY (1) Batted ball first hits foul ground, and before being touched, rolls into fair territory between home and 1<sup>st</sup> where it settles.

**RULING:** Fair ball

**Sec. 19 FLAGRANT PLAYER OBSTRUCTION:** A defensive fielder shall not at any time flagrantly, and with excessive force, impede the batter/runner or runner.

**PENALTY:** Immediate ejection of the defensive player.

**Sec. 20 FORCE OUT:** A force out is an out which can be made only when a baserunner loses the right to the base he is occupying because the batter becomes a batter-baserunner and before the batter-runner or a succeeding baserunner has been put out.

**Sec. 21 FOUL BALL:** A foul ball is a batted ball that:

- a. Settles on foul territory between home and 1<sup>st</sup> base or home and 3<sup>rd</sup> base.
- b. Bounds past 1<sup>st</sup> and 3<sup>rd</sup> base on or over foul territory.
- c. Falls first on foul territory beyond 1<sup>st</sup> or 3<sup>rd</sup> base.
- d. While on or over foul ground, touches an umpire, player or foreign object to the natural ground.

**NOTE:** A foul fly ball shall be judged according to the relative position of the ball and the foul line, and not the position of the fielder.

**Sec. 22 FOUL TIP:** A foul tip is a batted ball that goes directly from the bat, not higher than the batters head, to the catcher's hands or glove/mitt, and is legally caught by the catcher. A foul tip is a strike. The batter is out if it is the third strike. A foul tip is a dead ball.

**NOTE:** Any foul tip is a strike.

**Sec. 23 ILLEGAL BAT:** An illegal bat is one that does not meet the requirements of Rule 3, Sec.1 or has not been approved by the ESA SPORTS.

**Sec. 24 ILLEGALLY BATTED BALL:** An illegally batted ball occurs when:

- a. A batter's entire foot is completely out of the box on the ground when he/she hits the ball, fair or foul.
- b. Any part of the batter's foot is touching home plate when he/she hits the ball.
- c. The batter hits the ball with an illegal, altered, or non-approved bat.

**Sec. 25 ILLEGALLY CAUGHT BALL:** Occurs when a fielder catches a batted or thrown ball with his cap, illegal glove or any part of his/her uniform detached from its proper place. See Rule 1, Sec. 12.

**Sec. 26 ILLEGAL PLAYER:** A player who enters the line-up without the right to the offensive or defensive position.

Examples of an illegal player(s) but not limited to are:

1. Illegal use of the re-entry rule.
2. Illegal use of the courtesy runner rule.
3. Using the DH on defense EXCEPTION: Adult Fast Pitch.
4. Using a player to pitch who was removed from the pitching position.
5. Unreported Substitute.

**PENALTY:** An illegal player violation results in the immediate ejection of the illegal player.

**Sec. 27 INELIGIBLE PLAYER:** A player who is unregistered or who does not meet requirements to register.

Examples of an ineligible player but not limited to are:

1. Playing under an assumed name.
2. Players not on the team roster.
3. Violating residence requirements.
4. Violating divisional age requirements.
5. Player(s) that are listed on two (2) official ESA SPORTS sanctioned rosters

without an official release form on file in the State Director's Office.

**NOTE:** Use of an ineligible player will result in a forfeit of the game if appealed properly.

**Sec. 28 IN JEOPARDY:** A term indicating that the ball is in play and an offensive player may be put out.

**Sec. 29 INFIELD FLY:** An infield fly is a fair ball, not including a line drive, which can be caught by an infielder with ordinary effort when 1<sup>st</sup> and 2<sup>nd</sup> or 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases are occupied before two are out. Any fielder can catch an infield fly.

**NOTE:** When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "INFIELD FLY – BATTER IS OUT" to aid the runners. If the ball is near the foul lines, the umpire shall declare

"INFIELD FLY – BATTER IS OUT, IF FAIR". The ball is alive and runners may advance at the risk of the ball being caught, or re-touch and advance after a fielder touches the ball. If the hit ball becomes a foul ball, it is treated the same as any other foul ball.

**Sec. 30 INNING:** An inning is that portion of a game within which the teams alternate between offense/defense and there are three outs for each team. A new inning begins when the third out of the bottom of an inning is recorded.

**Sec. 31 INTERFERENCE:** Interference is the act of an offensive player or team member, which impedes or confuses a defensive player while attempting to execute a play. If judged so by the umpire, vocal interference may be called.

**Sec. 32 LEGAL TOUCH:** A legal touch occurs when a runner or batter-runner, who is not touching a base, is touched by the ball while the ball is held securely in a fielder's hand. The ball is not considered as being securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the fielder to touch the runner with the glove which holds the ball.

**Sec. 33 LEGALLY CAUGHT BALL:** A legally caught ball occurs when a fielder catches a batted or thrown ball, provided the ball is not caught in the fielder's cap, hat, pocket, protector or any other part of his/her uniform. It must be caught and firmly held with the hand or hands.

**Sec. 34 OBSTRUCTION:** Obstruction is the act of:

A defensive team member who hinders or impedes a batter's attempt to make contact with a pitched ball, or who impedes the progress of a runner or batter-runner legally running the bases, unless the fielder is in possession of the ball or is fielding a batted ball. The act may be intentional or unintentional, physical or verbal.

**NOTE:** Catcher obstruction is called when the catcher obstructs the batter who is attempting to hit or swing at a pitch. Prior to the pitch, catcher obstruction does not apply, a dead ball shall be called and allow the batter to re-set themselves.

**Sec. 35 OVERSLIDE:** An overslide is the act of the offensive player sliding over and beyond a base he is attempting to reach. This is usually caused when his/her momentum causes him/her to lose contact with the base, which then causes him/her to be in jeopardy. The batter-runner may overslide 1<sup>st</sup> base, without being in jeopardy, if he/she immediately returns to that base.

**Sec. 36 OVERTHROW:** An overthrow is a play in which a ball is thrown to retire a runner who has not yet reached or is off base and goes into foul territory beyond the boundary lines of the playing field.

**Sec. 37 PITCHERS BOX:** The Pitchers Box is a 4' wide x 10' long chalked box that begins at the rubber and extends back in the direction of second base. (See Field Diagram)

**Sec. 38 PITCHERS LANE:** The Pitchers Lane is a virtual lane that extends from the Pitcher's plate but does not exceed second base. The width of the entire Pitchers Lane is the exact width and includes the Pitchers Box. (See Field Diagram)

**NOTE: IF A BATTED BALL TRAVELS INTO THE PITCHERS LANE ON A LINE-DRIVE BELOW THE STANDING HEIGHT OF THE PITCHER WHILE THE PITCHER OCCUPIES THE PITCHER'S LANE, OR ON A ONE-HOP THAT HIT'S THE PITCHER'S PLATE OR BEYOND WILL RESULT IN A DEAD BALL OUT. IN ADDITION ALL BASERUNNERS MUST RETURN TO THE BASE THEY WERE ON PRIOR TO THE INFRACTION.**

**Sec. 39 PLAYER PARTICIPATION:** ESA SPORTS considers a player to be a participant of a game when the line up card with substitutions is turned in to the umpire, or official scorekeeper, or is announced.

**Sec. 40 QUICK PITCH:** A quick pitch is made by the pitcher with the attempt to catch the batter off balance. This would be before the batter takes his/her position in the batter's box, or while he/she is still off balance as a result of the previous pitch.

**Sec. 41 STEALING:** The act of a runner attempting to advance after the pitch has reached the plate is considered to be the act of stealing.

**Sec. 42 STRIKE ZONE:** The strike zone includes any part of the plate and strike zone mat behind the plate. Any pitched ball within the legal range of 6'-10' that strikes either the plate or the strike zone mat is considered to be a strike

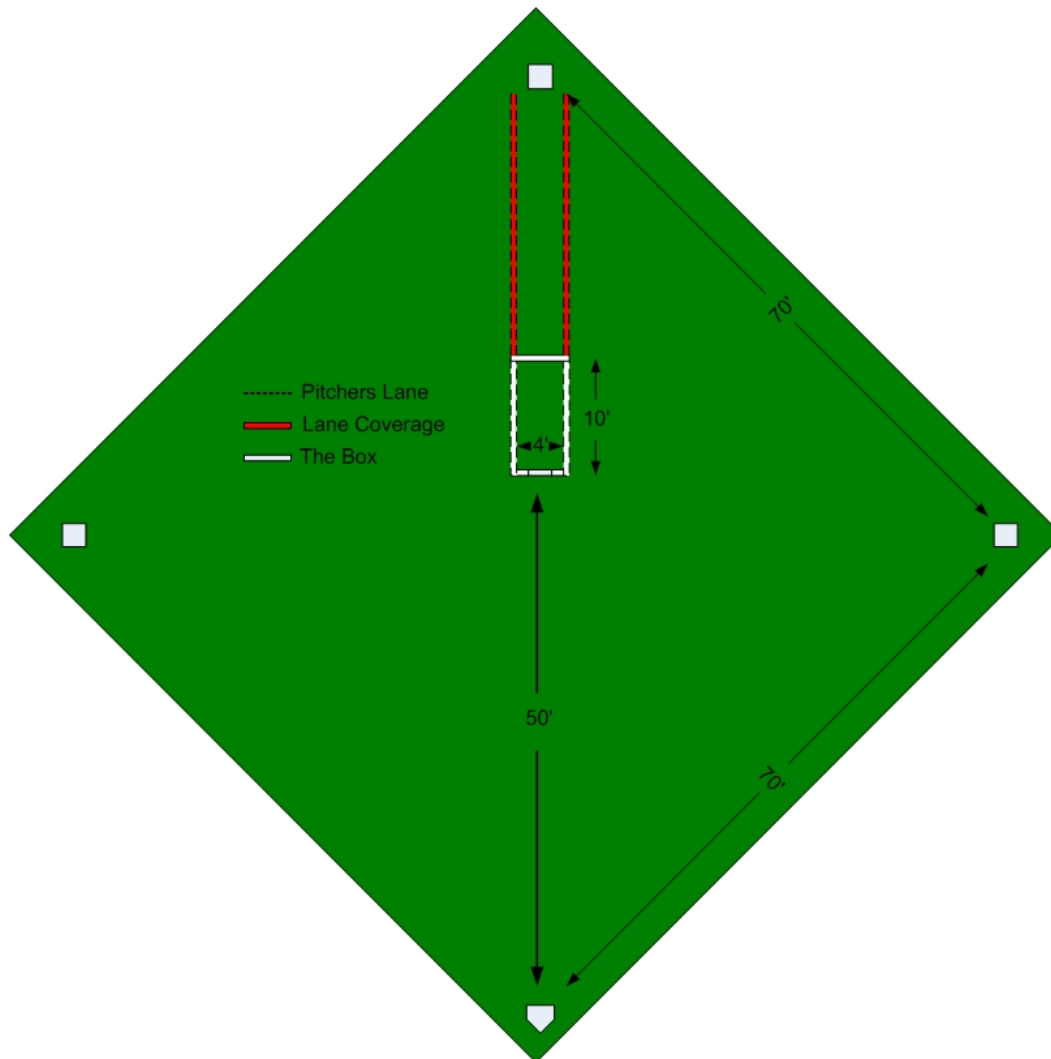
**Sec. 43: STANDING HEIGHT:** Is the estimated standing height of the pitcher from the ground to the top of his head while standing in an upright standing position.

**Sec. 44 THREE-FOOT LINE:** Is a line parallel to, and three feet from the base line, starting at a point halfway between home plate and 1<sup>st</sup> base. The batter-baserunner is declared out when he/she runs outside the three foot line, and in the judgment of the umpire, interferes, intentionally or unintentionally, with the fielder attempting to field a batted ball, or interfering with a thrown ball.

**Sec. 45 TIME:** The term used by the umpire to order suspension of play.

**Sec. 46 TURN AT BAT:** A player's turn at bat begins when he enters the batter's box and continues until he/she is put out or becomes a baserunner.

### FIELD DIAGRAM



### RULE 2 – THE PLAYING FIELD

**Sec. 1 The playing field** is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within radius of the prescribed fence distances from home plate between the foul lines.

**Sec. 2 Ground rules** or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area.

**Sec. 3 The playing field layout** should include, in addition to marking for foul lines, the following:

- THE THREE-FOOT LINE is drawn parallel to and 3 feet from the base line, starting at a point halfway between home plate and 1<sup>st</sup> base.
- THE BATTER'S ON-DECK CIRCLE is a 5-foot circle placed between home plate and 1<sup>st</sup> base and between home plate and 3<sup>rd</sup> base.
- THE BATTER'S BOX, one on each side of home plate, shall measure 3 feet by 7

feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the box.

d. THE CATCHER'S BOX: shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.

e. THE COACHES BOX: is behind a line 15 feet long drawn outside the diamond. The line is parallel to, and eight feet from, the foul lines extended from the bases toward home plate.

d. THE PITCHER'S BOX: The pitcher's Box shall be 10 feet in length from the rear outside corners of the Pitcher's boxes and shall be 4 feet wide. The Pitcher's Box Starts and is centered on the rubber and extends back towards second base.

e. THE PITCHER'S LANE: The Pitchers Lane is a virtual lane that extends from the Pitcher's plate but does not exceed second base. The width of the entire Pitchers Lane is the exact width and includes the Pitchers Box.

**Sec. 4 The Official Diamond** shall have base lines as follows:

a. MEN AND WOMEN ADULT DIVISIONS – 70 FEET

**EXCEPTION:** 65 Feet is permitted when field restrictions apply.

b. Distances from Home Plate to 2<sup>nd</sup> Base:

70' bases – 99'

65' bases – 91' 11"

60' bases – 84' 10 ¼"

55' bases – 77' 9 ½"

50' bases – 70' 8 ½"

**Sec. 5 The Official Pitcher's Plate** shall have Men and Women adult rubber distance of 53 feet.

**Sec. 6 If, during the playing** of any game, the base distance or pitching distance is found to be in error; the error should be corrected immediately, and the game should be continued. This is not a point to be protested.

### **RULE 3 – EQUIPMENT**

#### **ESA SPORTS Altered Bat and Altered Ball Procedures**

For the past several years the ESA SPORTS has embarked on more stringent test procedures for bats and balls. ESA SPORTS feels that it has the very best testing procedures in the game. However, there are always players, coaches and outside agencies who will do their best to get around these rules. The rules were implemented to keep our patrons safe and to make this game the safest it can be. With the one word "SAFETY" in mind ESA SPORTS will not tolerate anyone who would embark in any manner that would put our patrons in peril. As a Director, UIC or Umpire, if you feel that a player may be using an altered bat or ball in ESA SPORTS play, the Director or UIC will have the authority to inspect the bat or ball and to suspend the suspected player(s). The offending player(s) will have two choices only: 1.) He/she can allow the ESA SPORTS representative to inspect the bat or ball and the ESA SPORTS representative can reach a conclusion as to whether the bat or ball may be altered or he/she can refuse to allow the director to inspect the bat or ball and take an immediate TWO (2) year suspension from

any and all ESA SPORTS play with no right of appeal. 2.) He/she may after allowing the ESA SPORTS representative to inspect the bat or ball and the ESA SPORTS representative has decided that the bat or ball "could be" altered; the player may allow the director to send the bat or ball to the ESA SPORTS National Office for inspection. If the ESA SPORTS National Office decides that the bat or ball may be altered the ESA SPORTS will then send the bat or ball to the Manufacturer of the bat or ball for a final determination on whether the bat or ball is altered or he/she can accept an immediate two (2) year suspension without the right of appeal. During the time of the examination of the bat or ball by ESA SPORTS and/or the manufacturer, depending on the sole discretion of the ESA SPORTS National Office, the ESA SPORTS may suspend the suspected offending player pending the findings from the manufacturer and or ESA SPORTS or final decision of the ESA SPORTS. If the ESA SPORTS and/or the manufacturer determine in their sole discretion that the bat or ball has been altered, the ESA SPORTS may suspend a first time offender no less than ONE (1) year and no more than five (2) years. Such suspension decision may be appealed at the next ESA SPORTS National Convention. A second time offender under this altered bat/ball suspension process will be suspended for life. The responsibility for knowing whether a bat or ball is altered is that of the user and/or the owner of the bat or ball. If an individual uses a bat or ball in ESA SPORTS play or is the owner of a bat or ball that is brought into an ESA SPORTS game or facility, the suspensions will be imposed without regard to what the individual knew about the bat or ball being altered. "An individual must know that his/her bat or ball is not an altered bat or ball, if he/she brings either into an ESA SPORTS facility or game. If not, the individual can be suspended from any and all ESA SPORTS activities. The fact that the individual did not know that the bat or ball was altered is not a factor in imposing the suspension. The question is only whether the bat or ball is altered or not. An altered bat is considered altered when the physical structure of the legal bat has been changed in any way. Or when an illegal or non approved bat has been made up in such a way as to appear to be a legal bat. Examples of altering a bat are, but not limited to the following: Painting a bat, replacing the handle or shaving the handle or barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means. Had the plug removed/replaced or changed in any way. Had the knob removed/ replaced or changed in any way or had anything removed or added to the inside or outside of the bat other than the legal way to tape the bat the specified and appropriate place as described in the ESA SPORTS Rule Book.

Examples of an altered ball (but not limited too) are: is any ball frozen, or kept cold in a cooler to make the core harder or livelier. Any ball that has been cooked in a microwave oven, or the seams/stitches or cover that has been altered in any way whatsoever. If the physical structure of the ball (inside or outside) has been altered in any way whatsoever other than the alterations that is caused by usage, that ball is to be considered altered. Should an umpire or player be thrown a ball that is colder than the outside temperature, that ball is to be immediately thrown out of the game, the game forfeited and the offending person(s) suspended for altering a softball. At any time during any ESA SPORTS game an umpire has the authority to not allow a ball to be played with if the umpires suspects in any way shape or form that some sort of altering has been done to the approved ESA SPORTS softball that is presently being played with or attempted to be played with.

**NOTE: For every Division contained inside the cover of this Rule Book all equipment must be 100% conforming, 100% of the time.** The ESA SPORTS reserves the right to approve or reject any softball related equipment for its intended use in the ESA SPORTS Program. Equipment does not merely need to meet industry standards, but must meet ESA SPORTS Standards before approval for its use is granted. **If should the ESA SPORTS believe in any way shape or form that a particular piece of**

**equipment is dangerous and/or not acceptable for fair play, the ESA SPORTS reserves the right to ban such equipment immediately.**

**\*NOTE:** The ESA SPORTS has adopted a Bat Performance Factor (BPF) of 1.20 or less. All bats with a BPF of 1.20 or **less for the entire length of the barrel or hitting surface** are approved for use in the ESA SPORTS Program, **unless the ESA SPORTS believes in any way shape or form that a particular bat is dangerous and/or not acceptable for fair and safe play.** **\*\*NOTE: The ESA SPORTS reserves the right to ban such equipment immediately.** All bats used in ESA SPORTS Play must be stamped with a BPF of 1.20 or **less** (exception: Wooden Bats do not have to be stamped with a BPF of 1.20 and may be used and are legal in all ESA SPORTS Play if they meet the standards set forth in Rule 3, Sec. 1 a-l).

**Sec. 1 The official bat** shall be of one piece construction and can be made of wood (hardwood) or other materials approved by the ESA SPORTS; or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive, in such a way, that the grain direction of all pieces is essentially parallel to the length of the bat. Below is a list of additional requirements:

- a. The bat shall not be more than 34 inches in length and no more than 38 ounces in weight and shall meet the BPF standard of 1.20 on the entire length of the barrel, (see above **\*NOTE** & **\*\*NOTE** for further bat standards) and shall have BPF 1.20 permanently stamped by the manufacturer. Bats without the BPF stamped on the bat shall be considered illegal. Exception: Wood bats do not have to have the BPF stamp if the bat meet all other requirements of.
- b. The bat shall have a safety grip of cork, tape (not smooth plastic type), or combination material.
- c. The grip shall not be less than ten inches long and shall not extend more than 15 inches from the small end of the bat.
- d. The bat shall be marked "OFFICIAL SOFTBALL" by the manufacturer.

**NOTE:** If the words "OFFICIAL SOFTBALL" cannot be read due to normal wear, the bat shall be declared legal if it is legal in all other aspects.

- e. The bat may be made of metal or other materials approved by the ESA SPORTS and may be angular; however, the ESA SPORTS must approve any material before it is used in Sanctioned Events.
- f. All exposed surfaces of the bat must be smooth and free of burrs, pins, rivets, DEEP DENTS OR DANGEROUS DENTS, fractures/cracks of any type, sharp edges or any type of exterior fastener that would present a safety hazard.

**EXCEPTION:** At the umpires discretion slightly dented bats may be considered legal.

- g. Unless the bat is made of one-piece construction with the barrel end closed, it should have a rubber or plastic insert in the barrel.
- h. A one-piece rubber grip and knob combination is illegal.
- i. Metal or other approved material bats must have a knob on the handle and welded or mechanically fastened.
- j. All bats must have a safety knob of a minimum of ¼ inch protruding at a 90-degree angle from the handle. The ¼ inch is measured from the outer edge of the knob 90 degrees to the outside layer of wrapping. The knob portion of the bat may be taped as long as the bat does not exceed 34 inches in length; however, the umpire may request tape to be removed from both the handle and knob, if there is any question concerning the bat being altered or illegal. After determining the bat legal, the player may tape the bat back to his/her preference, providing the bat meets the requirements set forth by Rule 3, Sec. 1 (a-l).

k. A flare or cone grip may be attached from the factory or a factory flare or cone may be attached to the bat by the player, but the flare or cone must be installed properly to the bat. The flare or cone must be taped or covered by an approved bat grip and the bat must meet all requirements of Rule 3, Sec. 1 (a-l) after installation to be considered legal.

l. Shall be rounded, and shall be smooth. Shall not be more than 2 ¼ inches in diameter at its largest part. A tolerance of 1/16 inch is permitted, to allow for expansion on the round bat.

**NOTE:** Sec. 1 (a-l) Any bat that does not comply with these guidelines **or** that is not listed on the official ESA SPORTS approved bat list (REFER TO: [www.ESAsoftball.com](http://www.ESAsoftball.com) for approved bats) must be removed from the game, and the bat may no longer be used in any ESA SPORTS Sanctioned Play.

**Sec. 2 The official softball** shall be a smooth-seamed, concealed-stitched, or flat-surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and/or machine wound, with a fine twisted yarn and covered with latex or rubber cement. Or it may be made of other materials approved by the ESA SPORTS. The cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the ESA SPORTS, cemented to the ball by application of cement to the underside of the cover and sewn with black waxed cotton or black linen thread to form a black stitched softball. The solid core ball must be stamped with the official ESA SPORTS logo that contains the maximum C.O.R. and compression standards. The ball **MAY NOT** bear any other logos except for the ESA SPORTS official logo unless otherwise approved by the Executive Director or the Executive Vice President of the ESA SPORTS. MAXIMUM C.O.R. is .47 or .44 (.47 for Women) Maximum Compression for ESA SPORTS softballs is 525. Directors have the option as to which compression and which C.O.R. are to be used.

**NOTE:** The men's division will use the twelve-inch softball. The women's division will use the eleven-inch softball.

**Sec. 3 Gloves/mitts must be worn by all fielders:** The catcher's glove/mitt may be any size. Gloves that are entirely gray, white or optic in color are illegal. Gloves that have circles on the outside or inside of the glove and prove to be distracting are illegal. The gloves worn by all fielders with the exception of the catcher shall be governed by the following specifications:

- a. The height of the glove measured from the bottom edge across the center of the palm to a line even with the highest point of the glove/mitt shall be a minimum of eight (8) inches and may be increased by either ½ or 1 inch to reach a maximum height of fourteen (14) inches
- b. Width of the glove measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside edge of the little finger shall be eight (8) inches
- c. The webbing across the glove shall be measured parallel to the top end and shall be 5 ¾ inches

**Sec. 4** All players, coaches, and participants must wear shoes. Sandals are considered proper shoes for non-players. A shoe shall be made with either canvas or leather uppers or similar materials. The sole may be either smooth or have soft or hard rubber or polyurethane cleats. Metal cleats or any type of shoe that has exposed metal on

the sole, other than a rivet, may not be worn in any division of play. Shoes that have steel or any type of metal tips on the cleats such as (but not limited to) soccer shoes, golf shoes, football, and track shoes are illegal.

**\*PENALTY:** If it is discovered during the game that an offensive player is wearing metal cleats an out will be called and the player will be ejected **and** any baserunner(s) must return to the last base occupied at the time of the **pitch**. A defensive player who is wearing metal cleats will be ejected.

**Sec. 5 No Equipment** shall be left lying on the field, either in foul or fair territory.

**Sec. 6 Uniform:** All players on a team shall wear uniforms alike in color with same team name/logo.

**NOTE:** Shirts may have sleeves or no sleeves and still be considered matching.

**\*NOTE:** Players CANNOT EXCHANGE shirts with other players when they are substituted for during the game. All players must have their own shirt with separate numbers.

**PENALTY:** For sharing shirts will be an illegal substitution.

**EXCEPTION:** When a jersey is saturated with blood, team members can exchange shirts.

Ball caps or visors must be alike and must be worn properly. Caps or visors are not a mandatory part of the uniform. All headgear must be of the same predominant color and worn as intended by the manufacturer. Hard plastic visors; bandanas, and handkerchiefs are not approved headgear.

a. A pitcher shall not wear any item on the pitching hand, wrist, arm or thigh, which may be distracting to the batter. Players may wear solid colored undergarments under their uniform shirts or shorts. It is not mandatory that all players wear these undergarments, but if worn, they shall not be ragged, frayed, or slit on the exposed areas.

b. Numbers must be worn on all uniforms. No players on the same team may wear identical numbers.

**\*\*NOTE; THE EXTREME SPORTS ASSOCIATION STRONGLY RECOMMENDS THAT ANY TYPE OF JEWELRY NOT BE WORN IN ANY ESA SPORTS PLAY.**

d. Casts, (plaster, metal or other hard substances) or other items judged dangerous by the umpire may not be worn during the game, by any coach coaching the bases or by any player.

e. Coaches in wheelchairs MAY NOT be on the field of play during ANY live ball situation unless the chair has all exposed metal parts covered by a soft substance and taped in such a way that would eliminate the risk of bodily injury to the players playing the game or other coaches coaching the game. This pertains to ALL adult play.

f. ESA SPORTS Uniform requirements: In NIT and all other post-season play, Violation of uniform requirements is not grounds for protest.

**NOTE:** In NIT and all other post-season play, if a team is not in compliance with the uniform rule, the opposing team, if in total uniform, has the choice of being the home or visiting team. If both teams are in compliance, or if both teams are not in compliance, then a flip of a coin will determine the home and visiting team.

Class B thru E Matching shirts with numbers

**Sec. 7 Protective Equipment Recommendation:** The Extreme Sports Association **HIGHLY RECOMMENDS** protective equipment for **ALL DIVISIONS** of softball. All players are permitted to wear any approved protective equipment including catcher's equipment, batter's helmet, and soccer style shin guards. If used, the equipment must not be detached. Detached equipment can be an obstruction. Repeated acts could be grounds for ejection.

#### **RULE 4 – PLAYERS & SUBSTITUTIONS**

**Sec. 1 A team shall consist** of nine (9), ten (10), eleven (11), or twelve (12) players if the optional extra player (EP) is used. Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. No part of the defensive player's foot (except catcher) may be on or outside the foul line, from the time when the pitcher steps on the rubber or until the pitch is released. Teams can play a maximum of ten (10) players on defense, and a minimum of nine (9). In the case where a team starts a game with nine players, the vacant 10<sup>th</sup> spot in the batting order shall be declared an out for the entire game. Should the 10<sup>th</sup> player arrive, the team **MAY NOT** at any time, insert that player into the 10<sup>th</sup> spot. If a team is playing the game with ten players, and a player is removed from the game for any reason, that team may continue to play with nine players, with the vacated spot in the batting order being declared an out. When a team is left with a vacant spot in the lineup because of the removal of a player or having only nine players, as described in Section 4 (a), the opposing team with two (2) outs may not intentionally or unintentionally walk the previous batter, in order to get to the "automatic out" created by the vacant spot in the batting order. Under no circumstances may a team play with less than 9 players. **Refer to Rule 4 Sec. 4 (b)**

**NOTE:** For further rules pertaining to the stationing of players in the COED Division, Refer to the Co-ed rules

10<sup>th</sup> spot in the batting order shall be declared an out. If a team starts with nine (9) players and the tenth (10) player arrives, the team may insert the tenth (10) player immediately. If a team is playing the game with ten (10) players and a player is removed from the game for any reason, that team may continue to play with nine (9) players with the vacated spot in the batting order being declared an out. When a team is left with a vacant spot in the lineup because of the removal of a player as described in Section 4 ©, the opposing team with two (2) outs may not intentionally or unintentionally walk the previous batter, in order to get to the "automatic out" created by the vacated spot in the batting order.

a. A team must have the required number of players present in the team area to start or continue a game. Players listed in the starting line-up and not available at game time may be substituted for and re-entered later.

1. Official line-up cards are to be completed and submitted to the official scorekeeper or the umpire at the start of each game. The line-up shall contain the first and last name, position and uniform number of each player.

**NOTE:** If a wrong number is on the line-up card, correct it and continue playing ball with no penalty.

2. Their last name, first name and uniform number should be listed for all available substitutes in the designated place on the line up card.

3. Eligible roster members may be added to the available substitute list any time during the game.

Sec. 2 Extra Player (EP)

- a. Any team may use one (1) or two (2) Extra Players (EP) per game provided it is made known prior to the start of the game and properly indicated in the lineup.
- b. The (EP) must remain in the same position in the batting order for the entire game.
- c. The (EP) may play defense at any time without his/her status being affected. He/she may go in and out of the defensive lineup as often as needed as long as his/her position in the official batting order is not altered.
- d. The (EP) may be substituted for at any time with the substitute becoming the new (EP). The substitute must be a player who has not been in the game.

**NOTE:** See Rule 4, Section 4, for removal of the (EP) from the game.

**Sec. 3 Any of the starting players** may be withdrawn from the game and re-entered once (including the starting EP), provided that the players occupy the original position in the batting order whenever in the game.

**NOTE:** The original player and his/her substitute cannot be in the game at the same time.

- a. Violation of the re-entry rule results in the use of an illegal player. Penalty shall be the immediate ejection of the illegal player when the violation is brought to the attention of the umpire by the offended team. **EFFECT: An illegal player violation results in the immediate ejection of the illegal player.**
- b. Violation of the re-entry is handled as a protest, which can be made anytime during the game.

**Sec. 4 A team must have** the required number of players to start or continue a game. Requirements are:

- a. A team must have a minimum of nine (9), ten (10), eleven (11), or twelve (12) players with which it started the game with the exception of vacated spots where players are removed for any reason. At no time may a team play more than ten (10) players defensively.
- b. If a team starts with the EP'S and any player is removed, injured, or ejected from the game with no substitute to replace the removed, injured or ejected player, the vacated spot automatically becomes an out each time the vacant spot comes to bat.
- c. When a team is left with a vacant spot in the lineup because of the removal of a player, as described in Section 4 (a), the opposing team may not with two (2) outs intentionally or unintentionally walk the previous batter, in order to get to the "automatic out" created by the vacant spot in the batting order.
- d. If the previous batter is walked, the vacant spot in the batting order is skipped, the "automatic out" is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two (2) outs.

**NOTE:** A team may continue to play with more than one (1) vacant spot if it started with more than one EP.

**Sec. 5 A player shall be** officially in the game when his/her name has been entered on the official score sheet or has been announced. The following regulations govern the substitution of players:

- a. The manager or team representative shall notify the plate umpire at the time a substitute enters the game. Failure to notify the umpire of a substitution would create an illegal substitution with the penalty – IMMEDIATE EJECTION FROM THE GAME WHENEVER THE INFRACTION IS DISCOVERED.

**NOTE:** Re-entry is considered a substitution, and if an illegal entry occurs, the penalty is the immediate ejection of the illegal player.

b. Substitute players will be considered in the game as follows:

- (1) When a batter, when he/she takes his/her place in the batter's box.
- (2) When a fielder, when he/she takes the place of the fielder he/she is substituting.
- (3) When a runner, when he/she replaces the player on the base he/she is holding.
- (4) When a pitcher, when he/she takes his/her place on the pitcher's plate.

In 1-4 above, in each case a pitch has to be thrown or a play has to have been made.

c. Each pitcher (starter or substitute) must pitch until the first batter facing him/her has completed his/her turn at bat, the side has been retired or he/she has been removed from the game. A pitcher removed from the game, by rule or ejection, is not subject to this rule 5. Any other player may be removed from the game at any time.

d. A player substituted for in the game shall not participate in the games except as a coach.

**EXCEPTION:** The starting lineup, including the "EP" may re-enter once.

**NOTE:** Any player participating in any ESA SPORTS sanctioned event must be physically able to participate. By physically able, the player must be able to walk on and off the field and play the game as intended. This is intended to keep injured people from further injury.

**\*NOTE:** A player's correct name supersedes error if an incorrect number has been entered on the score sheet.

### **Sec. 6 Divisions of play:**

The Extreme Sports Association has divisions for men and women, and a coed division for both to compete in jointly. The men's division is specifically for men ages 16 and older, and the women's division is specifically designed for women ages 16 and older. With the exception of CO-ED division, women may not compete in the men's program and men may not compete in the women's program of any division.

**Sec. 7 The Tournament Director or the Tournament Umpire-in-Chief** may declare a higher-class player ineligible immediately without having a team protest, no matter their roster status.

### **Sec. 8 Illegal player:**

The use of an illegal player is handled as a protest that can be made at any time while the player is in the game. A Player will not violate the illegal player provision until he/she enters the game and one (1) pitch is thrown. Any action before one pitch is thrown is correctable. An illegal player violation results in the immediate ejection of the illegal player. In addition, the following penalties will apply:

1. If the illegal player has completed a turn at bat and before the next pitch, the illegal player is called out. Any advance by any runner as a result of the illegal player becoming a batter-runner is nullified. Any additional outs recorded on the play stand.

2. If the illegal player has made a defensive play and before the next pitch (or the defensive team or the umpires have left the field), the offensive team has the option of 1) the result of the play or 2) replaying the last pitch.

**NOTE:** The illegal player can be legally replaced by any eligible substitute.

PLAY (1) Smith enters the game in the 4<sup>th</sup> inning and was not reported. In the 6<sup>th</sup> inning the opposing team reports this to the umpire.

**RULING:** The player (Smith) is immediately ejected from the game. All play by or on Smith is legal.

PLAY (2) Smith enters the game in the 4<sup>th</sup> inning and was not reported. Smith legally reaches 1<sup>st</sup> base and before the next pitch is reported to the Home Plate Umpire.

**RULING:** The player Smith is called out and immediately ejected from the game. All runners must return to the base occupied when Smith first came to bat.

**Sec. 9 Communicable disease procedures:**

When a player is bleeding or has an open wound, the bleeding must be stopped and the open wound covered with a bandage/dressing strong enough to withstand the rigors of competition. This treatment must be immediate and a suspension of play for a \*reasonable amount of time will be awarded the team. Should the treatment of this wound exceed a \*reasonable amount of time, the affected player must be substituted for. If no substitute is available and the team is using the EP, the team may play on with ten players until the affected player can continue, with all penalties as set forth by Rule 4, Sec. 4 in effect. When the affected player can continue, he may re-enter the line-up. Return to play will be determined by appropriate medical personnel or the home plate umpire. Any player whose uniform is saturated with blood, regardless of the source, must follow the same guidelines as stated above for a person bleeding and must have that uniform changed, if determined necessary, before returning to the game.

**NOTE:** A reasonable amount of time will be determined by the home plate umpire and will be no less than 5 minutes. Soiled clothing must be changed, and the change of clothing need not be matching team clothing. This is not a point of protest.

**Sec. 10 ESA SPORTS PLAYER RANKINGS PENALTY: For exceeding the number of allowed "CHIP" players on a roster is a forfeit from the entire tournament and the team must drop the number of players exceeding the limit before entering its next tournament and must be cleared to play by the National President or the National Director of the ESA SPORTS.**

**RULE 5 – THE GAME**

**NOTE:** It is the option of the Tournament Director to either use or not use an official scorekeeper. If an official scorekeeper is not used, the home team will be the official scorer and it is the obligation of the visiting team to verify the score at the end of each half inning. Scorekeepers are mandatory in all Super World Series Tournaments

**Sec. 1 No alcoholic beverages** will be allowed in the dugouts or on the field during any ESA SPORTS sanctioned event.

**Sec. 2 The choice of the** first or last bat in the inning shall be decided by the toss of a coin unless otherwise stated in the rules of the organization under which the schedule of games is being played. If a team is not in compliance with the uniform rule, the opposing team has the choice of being the home or visiting team if they are in total uniform compliance.

**Sec. 3 The fitness of the** grounds for a game shall be decided by the Tournament Director, Tournament Umpire-In-Chief and the Home Plate Umpire.

**Sec. 4 A regulation game** shall consist of seven (7) innings: A regulation game officially begins when the defensive team has taken the field and the umpire indicates (verbally or physically) play ball. A full seven (7) innings need not be played if the home team (the team second at bat) scores more runs in six innings or before the third out of the seventh inning.

**NOTE:** The game is officially over when BOTH umpires have left the playing field.

**EXCEPTION:** Run Rules: Men's Classes B will use the 20 runs after 3 & 4 innings and 12

runs after 5 innings. Men's Classes C and below and all other adult classes, unless otherwise stated in this rule book, will use 20 runs after 3 innings, 15 runs after 4 innings and 10 runs after 5 innings as run rules in all Tournament Play. If one team is ahead by the above listed runs after 3 or 4 innings, or if the home team is ahead by the above listed runs after 2½ or 3½ innings, the team with the lead shall be the winner. If one team is ahead by the above listed runs after 5 innings of play, or if the home team is ahead by the above listed runs after 4 ½ innings, the team with the lead shall be the winner. If the home team is trailing, by any number of runs, they get to bat in their half of the inning.

- a. A game that is tied at the end of seven innings shall be continued by playing additional innings, or until one side has scored more runs in their half of the inning before the third out is made.
- b. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes that place the patrons or players in peril.
- c. These provisions do not apply to any acts on the part of the players or spectators that might call for the forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.
- d. The umpire shall forfeit a game in favor of a team not at fault in the following cases:
  - (1) If a team fails to appear on the field, or being on the field refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures (grace period) by the organization in which the team is playing.
  - (2) If after the game has started, one team refuses to continue play unless the game has been suspended or terminated by the umpire.
  - (3) If after the umpire has suspended the game, one side fails to resume playing within two minutes after the umpire has called "play ball".
  - (4) If a team uses tactics to delay or to hasten the game.
  - (5) If, after being warned by the umpire, any one of the rules is willfully violated.
  - (6) If the order for the removal of a player or manager/coach, from the game, is not obeyed within one minute.
  - (7) If because of the removal of a player by the umpire, or for any reason, there are less than 9 players on the team.

**EXCEPTION:** See Rule 4, Sec. 1

- (8) The score of a forfeited game will be 7-0 to the winning team.
- e. During all tournament play (Regular Season, State, Regional, NIT'S, World Series, Super World Series), in the event of rain or any other causes which interrupt a game, the game must be resumed at the exact point where it was stopped unless the teams mutually agree to accept the existing score as the final score.

**NOTE:** Players not listed in the lineups, and not available at game time, may be substituted for when the game is resumed.

- f. In the event that a tournament cannot be completed, an official game may be called after 5 innings of play or 4 ½ innings of play, if the home team is ahead.

**Sec. 6 The winner of the game** shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

**Sec. 7 A run shall not be** scored if the third out of the inning is a result of:

- a. The batter being put out before legally touching 1<sup>st</sup> base.
- b. A baserunner being forced out due to the batter becoming a baserunner.
- c. A baserunner leaving base before a pitched ball reaches home plate or before

the pitched ball is batted.

d. An appeal play at 1<sup>st</sup> base on the batter/runner for the 3<sup>rd</sup> out of the inning.

**Sec. 8 No succeeding runner** shall score a run when a preceding runner has been declared the third out of an inning.

**Sec. 9 A baserunner shall** not score a run ahead of the baserunner preceding him/her in the batting order, if the preceding runner has not been put out.

**Sec. 10 A manager and/or** team representative, on or off the field, shall be allowed only one charged conference with a batter or baserunner in any one inning.

**PENALTY:** A strike will be called on the batter if more than one conference occurs.

**Sec. 11 Player eligibility/rosters**

**NOTE:** The Extreme Sports Association's Official Roster Signing Date will be the date prior to the scheduled date of the State Tournament. All teams qualifying to play in any of the ESA SPORTS Post Season Tournaments are required to have an official roster into the State Director's office by this date.

**EXCEPTION:** In the Men's MAJOR Division the roster will be frozen two (2) weeks prior to the "World Series".

FOR COMPLETE PLAYER ELIGIBILITY/ROSTER INFORMATION REFER TO THE BY-LAW SECTION ARTICLES XV, SECTION 17 (a-m)

**Sec. 12 Home run limits** for independent teams: (Any untouched ball hit over the fence)

Majors Fifteen - (15) - The first homerun over the limit will be declared an out.

Class A Fifteen - (15) - The first homerun over the limit will be declared an out.

Class B Twelve - (12) - The first homerun over the limit will be declared an out.

Class C Ten - (10) - The first homerun over the limit will be declared an out.

Class D Six - (6) - The first homerun over the limit will be declared an out.

Class E Three - (3) - The first homerun over the limit will be declared an out.

Recreational – (1) - The first homerun over the limit will be declared an out.

(All Homerun's are "HIT AND SIT" The player(s) does NOT have to touch one base.)

**EXCEPTION:** For all Home Run Rules: If a player has batted out of turn or has been substituted for illegally and has been called out by proper appeal after hitting a home run, that home run DOES NOT count against the teams total.

**Sec. 13 Each untouched ball** over the fence, exceeding a teams home run limit, will be scored as an out.

**NOTE:** Any untouched batted ball that goes over the fence in fair territory shall be considered a home run against the teams home run total, regardless if the batter/baserunner or baserunners miss a base, pass a runner or otherwise get called out in the act of running the bases.

**Sec. 14 Any ball touched by** a defensive player which then goes over the fence in fair territory, shall not be included in the total of over the fence home runs. **EFFECT:** **The ball is dead. The batter is awarded 4 bases. All other runners are entitled to advance to home plate without liability to be put out.**

**Sec. 15 The tournament director** can declare that the homeruns do not have to be run out for all divisions Class C and higher. This would include the Competitive Division in special programs.

## **RULE 6 – PITCHING REGULATIONS**

**Sec 1** The Pitcher's Box is an area measuring 4' x 10' (it will extend 12 inches to each side of a standard pitching rubber, and 10' back toward 2nd base). This area can be chalked off and indicated with marker flags not exceeding 18" in height or 5" in width. One marker flag is to be used at both corners on the front of the Pitcher's Box.

**Sec 2** The Pitchers Lane is a virtual lane that extends from the Pitcher's plate but does not exceed second base. The width of the entire Pitchers Lane does not require chalk but is the exact width and includes the Pitchers Box. (See Field Diagram)

**Sec 3** A Dead Ball Out will occur if a batted ball travels into or through the Pitcher's Lane on a line-drive or one-hop that hits the Pitcher's Plate or beyond, below the standing height of the pitcher while the pitcher is occupying the "Pitcher's Lane" with both feet. All base runners will be required to return to the base they were on prior to the at bat.

**Sec. 4** Conditions that result in LIVE BALLS through the Pitcher's Lane include any of the following.

- a. ground ball that bounces more than one time before reaching the Pitcher's Plate.
- b. Any line-drive OVER the standing height of the pitcher.
- c. Any batted ball through the Pitcher' Lane while the Pitcher is outside of the Pitcher's lane with at least one foot or more.
- d. Any time a pitcher is occupying the lane and makes contact with a batted ball that DOES NOT travel through the Pitcher's Lane or is over the standing height of the pitcher.

**Sec 5** AT THE BEGINNING of an inning or when a Pitcher relieves another Pitcher, one minute may be used to deliver not more than Four PRACTICE PITCHES to the Catcher, or some other teammate.

**Sec 6** The pivot foot must be inside the Pitchers Box and firmly planted on the ground, when the pitched ball is released. A Pitcher may pitch with his non pivot foot outside of the box. After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions, he may assume a defensive player position. However, in order to establish the Pitching Lane as defined in Rule. 6 Sec. 3 the pitcher must have both feet back within the Pitcher's Lane after the ball is released by the pitcher.

**Sec 7** At no time during the progress of the game shall the Pitcher be allowed to use Tape, or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the Umpire, a bag containing powdered resin may be used to dry the hands.

**Sec 8** The Pitchers legal motion is a normal forward underhand delivery, delivered from below the waist. Pitchers are allowed fake and juke towards the plate for a maximum of 5 seconds prior to release.

**Sec 9** Pitcher must pitch the ball within 10 seconds after it being returned by the catcher or umpire. If the pitcher does not pitch the ball within 10 seconds, the umpire immediately is to verbally call time and rule "No Pitch" and a ball is added to the count. Pitcher must face home plate on delivery of pitch.

**Sec 10** A legal Pitch must have an arc between 6 feet and 10 feet with the ground being the basis of the height and must not exceed 25 miles per hour.

**Sec11** Home plate and the mat is the only area we recognize as a strike. The strike mat specs must be 25" X 17" (17" from the point of the plate, with the mat also covering the area beside the point of the plate out to the edges) or as close as possible. See national office for purchase of mats if needed.

**Sec 12** Ball remains live once it crosses the plate, allowing any base runners to advance ONCE the ball crosses the front of home plate. The ball is ruled dead if it strikes a batter, lands in front of home plate or strikes the umpire.

**Sec 13** Count is a 1 strike and 1 ball starting count. The batter gets 3 strikes, which is an out, or 4 balls which is a "Walk". Umpire must call "illegal" on pitches in violation of Height or Speed restrictions.

**Sec. 14 There shall be only** one charged conference between the manager or other team representative from the dugout with each and every pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

**NOTE:** It is not a charged conference when the coach or team representative enters the field of play and removes the pitcher from the pitching position. The player may return to the pitching position.

**Sec. 15 At no time during** the game shall an offensive or defensive player or coach be allowed to leave their positions on the field or come from the dugouts to argue whether a pitch was a strike or a ball. The three players involved (pitcher, catcher, batter) may be allowed to question balls or strikes.

**NOTE:** Anyone other than the pitcher, catcher or batter who leaves his/her positions on the field or the dugout to question balls and strikes, will be immediately ejected.

## **RULE 7 – BATTING**

**Sec. 1 The batter shall** take his position within the lines of the batter's box.

- a. The batter shall not have his/her entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.
- b. The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch.

**EFFECT:** Sec. 1(a-b) The ball is dead, the batter is out, baserunners may not advance.

- c. The batter shall not enter the batter's box with an illegal bat.

**EFFECT:** The ball is dead; batter is out; baserunners may not advance.

- d. The batter shall not enter the batter's box with an altered bat or non-approved bat.

**EFFECT:** The ball is dead, the batter is out, and without warning, is ejected from the game. Baserunners may not advance.

- e. The batter must take his/her position within five (5) seconds after the umpire has called "play ball". He/she must have both feet within the lines of the box before the start of the pitch. He/she may touch the line, but no part of his/her foot may be

outside of the lines prior to the pitch.

**EFFECT:** The ball is dead. The umpire will call a strike on the batter; also issue a warning to the batter to take his/her position or risk being called out. If the batter refuses to take his/her position after the warning, he/she will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by that player, will result in an out being called. This rule is intended to help speed up the play of the game, and umpires, while using good judgement in enforcement of the rule, must prohibit the batter from delaying the game by taking an excessive or unnecessary amount of time entering the batter's box.

**Sec. 2 Each player of the side at bat shall become a batter in the order in which his/her name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain to the home plate umpire. The batting order must be followed throughout the entire game unless a player is substituted for. When this occurs, the substitute must take the place of the player he/she is replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.**

**NOTE:** Batting out of order is an appeal play which may be made by the defensive team only.

a. If the error is discovered while the incorrect batter is at bat, the correct batter takes his/her place and legally assumes any balls and strikes.

b. If the error is discovered after the incorrect batter has batted, and before the next pitch to the following batter, the player who should have batted is out, **and any out(s) that has been made prior to the discovering the infraction remain an out(s).** Any advance or score made because of a batted ball by the improper batter's advance to 1<sup>st</sup> base on a hit, error or a base on balls shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.

c. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

**Sec. 3 No baserunner shall be removed** from the base he/she is occupying to bat in his/her proper place. He/she merely misses his/her turn at bat with no penalty. The batter following him/her in the batting order becomes the legal batter.

**Sec. 4 When the third out of the inning** is made before the batter has completed his/her turn at bat, he/she shall be the first batter in the next inning and shall have the ball and strike count on him/her canceled.

**Sec. 5 Members of the team** at bat shall not interfere, either physically or vocally, with a player attempting to field either a fair or foul ball. This includes a base coach.

**EFFECT:** The ball is dead, the batter is out, and any baserunner(s) must return to the base that they occupied at the time of the pitch.

**Sec. 6 The batter shall not** hit a fair ball a second time with the bat in fair territory.

**EFFECT:** The ball is dead, the batter is out and baserunners may not advance.

**EXCEPTION:** If the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, it is a foul ball even if the ball is hit a second time over fair territory.

**NOTE:** If the batter drops the bat and the ball rolls against the bat in fair territory and in the umpires judgement, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

**Sec. 7** A strike is called by the umpire:

- a. For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing. It is not a strike if the ball touches home plate and is not swung at.
- b. For each pitched ball swung at and missed by the batter.
- c. For each foul tip held by the catcher. The batter is out if it is the third strike. The ball is dead on any strike.
- d. For each foul ball not legally caught, including the 3<sup>rd</sup> strike.
- e. For each pitched ball swung at and missed which touches any part of the batter.
- f. When any part of the batter's person is hit with his/her own batted ball, when he/she is in the batter's box, and he/she has less than two strikes.
- g. When a pitched ball hits the batter while the ball is in the strike zone.

**EFFECT:** The ball is dead and baserunners must return to their bases without liability to be put out.

**Sec. 8** A ball is called by the umpire.

- a. For each pitch, which does not enter the strike zone which is not hit or swung at by the batter.
- b. For each illegally pitched ball not hit or swung at by the batter.
- c. When a pitch hits the batter outside of the strike zone.
- d. When the pitcher fails to pitch within five (5) seconds.
- e. For each excessive warm-up pitch (See Rule 6, Sec. 7).
- f. When the pitcher attempts a quick return pitch, the pitcher shall be given a warning. **EFFECT:** The ball is dead and baserunners may not advance.

**Sec. 9** A fair ball is a legally batted ball which:

- a. Settles or is touched on fair ground between home and 1<sup>st</sup> or home and 3<sup>rd</sup>.
- b. Bounds past 1<sup>st</sup> or 3<sup>rd</sup> base on or over fair ground.
- c. Touches 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> base.
- d. While on or over fair ground, touches the person or clothing of an umpire or player.
- e. First falls on fair ground beyond 1<sup>st</sup> or 3<sup>rd</sup> base. A fair fly ball must be judged according to relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.
- f. Does not violate the rules of the Pitching Lane in rule 6.
- g. While on or over fair ground, lands behind a fence or into a stand beyond the outfield fence, this is a home run.
- h. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

**Sec. 10** A foul ball is a legally batted ball which:

- a. Settles on foul ground between home and 1<sup>st</sup> base or between home and 3<sup>rd</sup> base.
- b. Bounds past 1<sup>st</sup> or 3<sup>rd</sup> base on or over foul ground.
- c. First touches on foul ground beyond 1<sup>st</sup> or 3<sup>rd</sup> base.
- d. While on or over foul ground, touches the person or clothing of an umpire or player, or it is blocked.

**EFFECT:** The ball is dead. A strike is called on the batter for each foul ball, including the third strike. Baserunners must return to their bases without liability to be put out. Baserunners may not advance on a third strike foul ball, including a legally caught foul ball; however, all runners may advance on any other legally caught foul ball.

- e. Is caught, with less than two strikes, allowing all runners to tag-up and advance at their own risk of being put out.

**Sec. 11** The batter is out:

- a. When the batter has three strikes.
- b. When the 3<sup>rd</sup> strike is struck at, missed including if the ball touches any part of the batter's person.
- c. When a batter appears in the batter's box with, or is discovered using an **illegal bat**, altered bat or a non-approved bat, prior to or after hitting the ball. The batter is also ejected from the game for using an altered or non-approved bat.
- d. When a fly ball is legally caught.
- e. Immediately when he/she hits an infield fly and the umpire has declared "Infield Fly".
- f. If a fielder intentionally drops, or lets drop, a fair fly ball, including a line drive, which can be caught by an infielder with ordinary effort with 1<sup>st</sup>, 1<sup>st</sup> & 2<sup>nd</sup>, 1<sup>st</sup> & 3<sup>rd</sup> or 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> bases occupied with less than two outs.
- g. If a batted ball violates the Pitching Lane as stated in Rule 6.

**EFFECT:** The ball is dead, the batter is out and baserunners must return to the last base touched at the time of the last pitched ball. This does not apply to an infield fly; the dropped ball remains alive on an infield fly.

**NOTE:** A trapped ball shall not be considered as having been intentionally dropped.

- g. If a preceding runner, in the umpire's judgement, intentionally interferes with a fielder who is attempting to catch a thrown ball, or is attempting to throw a ball in an attempt to complete a play, the preceding runner and the batter are both declared out.
- h. When the batter bunts or chops the ball downward.
- i. When the umpire calls the third strike including a foul ball that is hit with two (2) outs.
- j. When hit by his/her own-batted ball, in fair territory, outside the batter's box.

**Sec. 12 The batter or baserunner** is not out if a fielder making a play on him/her uses an illegal glove. The manager of the offended team has the option of having the batter bat over and assuming the ball and strike count he/she had prior to the pitch he/she hit (baserunner return), or taking the result of the play. The umpire(s) will signal a delayed dead ball.

### **Sec. 13 On – deck batter**

- a. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- b. The on-deck batter shall take a position within the lines of either of the on deck circles without interfering with the view of any manager or coach.
- c. The on-deck batter may loosen up with two official softball bats, an official warm up bat, or the player may use the Power Wrap, Worth WBS, H & B BW1, **Swing Sock**, or any other official warm-up bat or product that has been approved by the ESA SPORTS National Office. Nothing else may be attached, such as a donut, fan etc. when loosening up.
- d. The on-deck batter may leave the on-deck circle when he/she becomes the batter or to direct baserunners advancing from 3<sup>rd</sup> base to home plate.
  
- e. When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference is declared out.
- f. The provision of Rule 7, Sec. 3 shall apply to the on-deck batter.

### **RULE 8 – BASERUNNING**

**Sec. 1 The baserunner must** touch bases 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and Home Plate in that order.

a. When a baserunner must return to bases while the ball is in play, he/she must touch the bases in reverse order.

**EFFECT:** The ball is in play and baserunners must return with liability to be put out.

- b. When a baserunner acquires the right to a base by touching it before being put out, he/she may hold the base until he/she has legally touched the next base in order or is forced to vacate it for a succeeding runner.
- c. When a runner dislodges a base from its proper position neither he/she nor the succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance with liability of being put out.
- d. A baserunner may not run the bases in reverse order, either to confuse the fielders, or to make a travesty of the game.

**EFFECT:** The ball is dead and the runner is out.

**NOTE:** A runner in a double play situation who stops or retreats back towards the base left is not to be considered as running the bases in reverse order or considered making a travesty of the game.

e. Two baserunners may not occupy the same base simultaneously.

**EFFECT:** The runner who first legally occupied the base is entitled to it. The other runner can be put out by being touched with the ball.

- f. Failure of a preceding runner to touch a base or to leave a base legally on a caught fly ball and who is declared out, does not affect the status of a succeeding runner who touches the bases in proper order. However, if the preceding runner were to be called out for the third out of the inning, no succeeding runner may score a run.
- g. No runner may return to touch a missed base, or one left illegally, after a succeeding runner has scored.
- h. When the ball is dead, no runner may return to touch a missed base, a base he/she has left illegally, even after the ball becomes alive. However, when a dead

ball occurs, a runner may return to a missed base or a base he/she left illegally, if he/she is required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base he/she is required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base he/she is required to return to.

- i. No runner may return to touch a missed base or one left illegally once he/she enters his/her dugout or bench area.
- j. When the umpire has called four (4) balls or when a walk is issued, all runners must touch all bases in legal order. Baserunners do not advance unless forced.
- k. Bases left too soon on a caught fly ball must be retouched before advancing to awarded bases. Awarded bases must also be touched in proper order.

**Sec. 2** The batter becomes a batter-baserunner:

- a. As soon as he/she hits the ball.
- b. When the umpire has called four (4) balls, the ball is dead. Baserunners do not advance unless forced. A batter may be awarded an intentional walk by the defensive team by merely notifying the umpire. A second intentional walk cannot be administered until the first walked batter reaches 1<sup>st</sup> base.
- c. When the catcher or any other fielder obstructs or hinders the batter from striking at or hitting a pitched ball.
  - (1) The umpire will signal "delayed dead ball".
  - (2) The offensive team manager has the option of taking the base awarded the batter for catcher's obstruction or he/she may take the result of the play.
  - (3) If the batter reaches first base safely and all other runners advance at least one base on the batted ball, catcher's obstruction is cancelled and no other options are given.
- d. When a fair ball strikes the umpire or baserunner on fair ground.
  - (1) If the ball hits the umpire or baserunner after passing an infielder, other than the pitcher or touches an infielder, including the pitcher, the ball is in play.
  - (2) If the ball hits the umpire or baserunner before passing an infielder, the ball is dead and the batter is entitled to first base without liability of being put out.Runners not forced by the batter-runner must return.

**Sec. 3 Baserunners are** entitled to advance with liability to be put out:

- a. When the ball is thrown into fair territory or foul territory and is not blocked.
- b. When the ball is batted into fair territory and is not blocked.
- c. When a legally caught fly ball is first touched.

**EXCEPTION:** Baserunners may not advance on a caught third strike foul ball.

- d. If a fair ball strikes an umpire or a runner after passing an infielder other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be in play.
- e. **BASE STEALING IS ALLOWED.** Each runner may leave his/her base in an attempt to steal the next base when a pitched ball is batted, touches the ground or reaches home plate. When the catcher or other defensive player returns the LIVE ball to the pitcher, and the ball is in possession of the pitcher, any runner between bases must immediately advance to the next base or return to the last base touched, with liability to be put out. If the runner(s) fail to return or advance immediately, the runner(s) will be declared out.

- f. Stealing Home Plate is not permitted at any time.

g. Runner(s) may not attempt to steal on a third strike out, nor can a runner(s) steal a base if the pitched ball hits any part of the batter's person, other than the bat, while the pitched ball is in the air, or if the pitched ball hits the ground and bounces into the batter's person before being touched by the catcher. Any interference of the live-pitched ball by a batter, or offensive player will negate any attempted steal, and runner(s) must return to the base occupied at the time of the pitch.

**Sec. 4 A player forfeits** his/her exemption from liability to be put out.

a. If, while the ball is in play, he/she fails to touch the base he/she is entitled to before attempting to make the next base. If the runner put out is the batter-runner at 1<sup>st</sup> base or any other runner forced to advance because of the batter-runner at 1<sup>st</sup> base, or any other runner, forced to advance because of the batter-runner, this is a force out.

b. If, after over running 1<sup>st</sup> base, the batter-runner attempts to continue to the next base.

c. If, after dislodging the base, the batter-runner attempts to continue to the next base.

**Sec. 5 Baserunners are** entitled to advance without liability to be put out.

a. When forced to vacate a base because the batter was awarded a base on balls, the ball is dead.

b. When a fielder obstructs a baserunner from making a base, unless the fielder is trying to field a batted ball or has the ball ready for a tag.

**EFFECT:** When obstruction occurs, the umpire shall call and **give a delayed dead ball signal** for obstruction.

(1) If play is being made on the obstructed runner or if the batter-runner is obstructed before reaching 1<sup>st</sup> base, the ball is dead; and all runners advance without liability to be put out to the bases they would have reached, in the umpire's judgement, if there had been no obstruction.

**EXCEPTION:** A baserunner obstructed in a run down shall be awarded the lead base at the time of the obstruction. Any proceeding runners forced to advance by the award of bases for obstruction shall advance without liability to be put out.

(2) If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, as in his judgement, will nullify the act of obstruction.

(3) If a fielder without the ball fakes a tag, the umpire may award the obstructed runner and each other runner affected by the obstruction, the bases they would have reached had there been no obstruction.

**NOTE:** In the case of a "fake tag", the fielder will be automatically ejected from the game.

c. When forced to vacate a base because the batter was awarded a base for catcher's obstruction.

d. When a fielder contacts or catches a batted or thrown ball with his/her cap, glove or any part of his/her uniform while detached from its proper place.

**NOTE:** The umpire(s) will give the "delayed dead ball" signal.

**EFFECT:** The runner shall be entitled to three (3) bases if a batted ball or two (2) bases if a thrown ball. In either case runners may advance further at their own risk. If the illegal

act was made on a fair ball that, in the judgement of the umpire, would have cleared the outfield fence in flight, a home run shall be awarded, **and a four – (4) base error will be scored on the play with the home run not counting against the teams home run total.**

- e. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

**EFFECT:** Awarded bases shall be determined by the position of the baserunners at the time of the infraction.

**EFFECT:** For offensive equipment or an offensive player causing a blocked ball, the player closest to home plate is declared out, and all other runners must return to the last base touched when the ball becomes blocked.

(1) The ball is dead. In all cases where a thrown ball goes into the spectators' seats, goes over, through, or under any fence surrounding the playing field; hits any person or object not engaged in the game, including bats lying near benches, goes into the players benches, whether the ball rebounds onto the playing field or not, or remains in the meshes of any wire screen, each and every baserunner shall be awarded two (2) bases.

(2) When the first throw is made by an infielder, two (2) bases shall be awarded. The award shall be governed by the position of each runner at the time the pitch was made; however, if all runners, including the batter-runner, have advanced at least one (1) base when the infielder makes the wild throw, on the first play after a pitch, the award shall be governed by the position of the runners, when the wild throw was made.

(3) When a throw is made by an outfielder or is the result of any succeeding play or attempted play, the two (2) base award shall be governed by the position of each runner and the last base he/she has touched at the time the throw was made. If two runners are between the same base, the award is based on the position of the lead runner.

(4) When a fielder loses possession of the ball such as on an attempted tag and the ball enters a dead ball area or becomes blocked, all runners are awarded one (1) base from the last base touched at the time the ball entered the dead ball area or became blocked. If a runner touches the next base and returns to his/her original base, the original base he/she left is considered the "last base touched" for the purposes of an over throw award.

f. When a ball bounds or rolls into a stand, over, under, or through a fence; bounds out of play unintentionally off a defensive player or other obstruction marking the boundaries of the playing field.

**EFFECT:** The ball is dead and all baserunners are awarded two (2) bases from the time of the pitch.

- g. When a live ball is unintentionally carried by a fielder from playable territory into a dead ball area, the ball becomes dead immediately. All baserunners are awarded one base from the last base touched at the time the fielder enters dead ball territory. If, in the judgement of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead and all baserunners are awarded two (2) bases from the last base touched at the time he/she entered the dead ball area.

**NOTE:** A fielder carrying a live ball into the dugout or team area to tag a player is considered to have intentionally carried it there. A dead ball line is considered in play.

**Sec. 6** A baserunner must return to his/her base:

- a. When a foul ball is illegally caught and so declared by the umpire.
- b. When the umpire declares an illegally batted ball.

- c. When a batter or baserunner is called out for interference, other baserunners shall return to the last base touched at the time of the interference.
- d. When a pitched ball that is swung at and missed touches any part of the batters' person.
- e. When a foul ball is not caught.

**EFFECT:** The ball is dead and baserunners must return to last base occupied prior to the pitch except when forced by the batter becoming a baserunner. Baserunners need not touch the intervening bases in returning, but must return promptly; however, they must be allowed sufficient time to return.

f. Base stealing. Under no circumstances is a runner permitted to steal a base when a pitched ball is not batted.

**Sec. 7 Batter – baserunner is out:**

**NOTE:** 1<sup>st</sup> base double base – At facilities that use the **White and Orange** double bag at first base, the following rules will be implemented. If the first play is at first base, either from the infield or outfield, a batter/runner will be called out for touching the inside base. If the play is elsewhere, the inside base may be tagged in a continuation or possible continuation toward second (2<sup>nd</sup>) base. The batter/runner running toward first (1<sup>st</sup>) base may cross over to the inside bag to avoid a collision if a wild throw occurs. The fielder may tag the outside of the bag to record the out in this situation. This is only permissible on the initial play at first base. The inside bag will be used by the batter/runner/runner if attempting to get back to first (1<sup>st</sup>) base. If a batter/runner on the first play at first base touches “ANY” part of the orange bag, that runner is considered to have touched the bag legally. If the runner touches “ANY” part of the white bag in a continuation or possible continuation to 2<sup>nd</sup> base, the runner is considered to have touched the bag legally.

- a. When, after hitting a fair ball, he/she is legally touched with the ball before he/she touches 1<sup>st</sup> base.
- b. When after hitting a fair ball, the ball is held by a fielder touching 1<sup>st</sup> base with any part of his/her person, before the batter-baserunner touches 1<sup>st</sup> base.
- c. When, after a fly ball is hit, a fielder catches the ball before it touches the ground or any object other than a fielder.
- d. When, after hitting a fair ball or a base on balls is awarded, he/she fails to advance to the next base.

**EFFECT:** The ball is in play and the batter-runner is out.

- e. When he/she runs outside the three foot line, and in the judgement of the umpire, interferes with the fielder taking the throw at 1<sup>st</sup> base; however, he/she may run outside the three foot line to avoid a fielder attempting to field a batted ball.
- f. When he/she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If the interference, in the judgement of the umpire, is an obvious attempt to prevent a double play, the baserunner closest to home plate shall be called out.
- g. When a batter runner interferes with a play at home in an attempt to prevent an obvious out at home plate, the runner is also out.
- h. When he/she moves back towards home plate to avoid or delay a tag by a fielder.
- i. When he/she is discovered using an altered or illegal bat.

**EFFECT:** The ball is dead and the batter-runner is out. Other baserunners must return to

the last base legally touched at the time of the illegal action.

j. Any batter-runner who carries the bat and legally reaches or touches first base, while still holding the bat, during a live ball situation (including a homerun), will be declared out. Should this be the 3<sup>rd</sup> out of an inning, no preceding runner shall score.

**EFFECT:** If less than two (2) outs, a delayed ball signal will be given and the ball will remain alive.

**Sec. 8** The baserunner is out:

- a. When in running to any base, he/she runs more than three feet from a direct line between that base and the next base in regular or reverse order to avoid being touched by the ball in the hand of a fielder. When a play, such as a rundown, is made on a runner who has "rounded" a base, and that runner is outside of a direct line between bases, the runner establishes his/her baseline as a direct line between him/her and the next base in regular or reverse order.
- b. When, while the ball is in play, he/she is legally touched by the ball in the hand of a fielder while not in contact with a base.
- c. When on a force out, a fielder tags him/her with the ball or tags the base on a force out.
- d. When the baserunner fails to return to touch the base he/she previously occupied when play is resumed after suspension of play.
- e. When a baserunner physically passes a preceding runner before that runner has been put out.
- f. When anyone, other than another baserunner, physically assists a baserunner while the ball is in play.
- g. When the baserunner leaves his/her base to advance to another base before a caught fly ball has been touched by a fielder, provided the ball is returned to a fielder and legally held on that base, or a fielder legally touches the baserunner before he/she returns to his/her base.
- h. When the baserunner fails to touch the intervening base or bases, in regular or reverse order, and the ball is in play and legally held on that base; or the baserunner is legally touched while off the base he/she missed.
- i. When the batter runner legally over runs 1<sup>st</sup> base attempts to run to 2<sup>nd</sup> base and is legally touched while off the base.
- j. In running or sliding for home plate, he/she fails to touch home plate and makes no attempt to return to the base, when a fielder holds the ball in his/her hand while touching home plate and appeals to the umpire for a decision.

**EFFECT:** These are appeal plays, and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead and before the next pitch is made, the ball remains dead and runners may not advance. The pitcher must have the ball in his/her possession, around the area of the pitcher's plate. Any player in the game, coach or manager may then make an appeal by announcing to the umpire, which runner is being appealed; which base has been missed; or which base has been left too soon. Any player may also make an appeal while the ball is still alive, and before the ball becomes dead, by tagging the runner or the base being appealed, with the ball.

k. When the baserunner interferes with a fielder attempting to field a batted ball, or intentionally interferes with a thrown ball. If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play, and occurs before the baserunner is put out, the immediate succeeding runner shall be called out also.

- l. When a baserunner is struck with a fair-batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher.
- m. When a runner intentionally kicks a ball, which an infielder has missed.
- n. When with a baserunner on 3<sup>rd</sup> base, the batter interferes with a play being made at home plate with less than 2 outs.
- o. When the coach near 3<sup>rd</sup> base runs in the direction of home plate, on or near the baseline, while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The baserunner nearest to 3<sup>rd</sup> base shall be declared out.
- p. When one or more members of the offensive team stand or collect at or around a base, which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. This includes the bat boy/girl or any other person authorized to sit on the team's bench.
- q. When any baserunner runs the bases in reverse order to confuse the defensive team, or to make a farce of the game. This includes the batter-runner moving backward toward home plate to avoid or delay a tag.
- r. If a coach intentionally interferes with a thrown ball.
- s. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be called out.

**EFFECT:** The ball is dead and the baserunner is out. Other runners must return to the last base legally touched at the time of the illegal action.

- t. When a defensive player has the ball and is waiting for the runner and the runner remains on his feet and deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball is dead and all runners must return to the last base touched at the time of the collision unless Rule 8, Sec. 8 (j) or Rule 8, Sec. 8 (s) applies.

**NOTE:** IF THE ACT IS DETERMINED TO BE FLAGRANT, THE OFFENDER SHALL BE EJECTED.

- u. When the baserunner fails to keep contact with his/her base until a legally pitched ball has reached home plate, the ball is dead. "No Pitch" is declared and the baserunner is called out.
- v. When he abandons a base, does not attempt to advance to the next base, and enters the team area or leaves the field of play. The base runner shall be called out immediately when he/she enters the team area or leaves the field of play.
- w. If hit by an infield fly when not in contact with the base, the ball is dead and the runners and the batter are both declared out. Other runners must return to the base occupied, without liability to be put out, at the time of the pitch.
- x. When prior to a pitch being made to the next batter, it is discovered that the previous batter used an altered, illegal or a non-approved bat.

**Penalty: The baserunner is declared out. If the bat was altered or non-approved bat, the player is ejected from the game.**

Sec. 9 Baserunner is not out:

- a. When a baserunner runs behind or in front of a fielder and outside the baseline in order to avoid interfering with a fielder who is attempting to field the ball in the baseline.
- b. When a baserunner does not run a direct line to the base, providing the fielder, in the direct line, does not have the ball in his/her possession.

- c. When more than one fielder attempts to field a batted ball, and the baserunner comes into contact with the one who, in the umpire's judgement, was not entitled to field the ball.
- d. When a baserunner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher, and in the judgement of the umpire, no other fielder has a chance to make a play on the ball.
- e. When a baserunner is touched with a ball not securely held by a fielder.
- f. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- g. When a batter runner over runs 1<sup>st</sup> base, after touching it, and makes no attempt to advance to the next base.
- h. When the baserunner is not given sufficient time to return to a base, he/she shall not be called out for being off the base before the pitcher pitches the ball. The umpire shall call no pitch.
- i. When a runner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while on the pitching plate, nor by stepping on the plate with the ball in his/her possession.
- j. When a baserunner holds his/her base until a fly ball touches a fielder, and then attempts to advance.
- k. When a runner is in contact with the base, and is hit by a batted ground ball or fly ball in fair territory, the baserunner is not out and the ball is dead. All runners advance one (1) base if forced.

**EFFECT:** Ball is dead; all runners advance one (1) base, if forced.

- l. When a baserunner slides into a base and dislodges it from its proper place. The base is considered to have followed the runner. See Rule 8, Sec. 1 © and Rule 8, Sec. 4 ©.
- m. When a fielder makes a play on a batter or baserunner while using an illegal glove. See Rule 7, Sec. 10 for option given to the manager of the offensive team.
- n. When a fair-batted ball hits the baserunner, after it touched or touches any fielder, including the pitcher.

## RULE 9 – DEAD BALL – BALL IN PLAY

Sec. 1 The ball is dead and not in play:

- a. When the ball is batted illegally.
- b. When a batter steps from one box to another when the pitcher is ready to pitch.
- c. When a ball is pitched illegally.

**EXCEPTION:** If the batter swings at an illegal pitch, the play stands.

- d. When the umpire declares "No Pitch".
- e. When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.
- f. When a foul ball is not caught.
- g. When a baserunner is called out for leaving a base too soon on a pitched ball.
- h. When the offensive team causes interference.
- i. When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground or object outside the playing area.
- j. In case of interference with the batter or fielder.
- k. When the batter bunts or chops a pitched ball.
- l. When the umpire calls time.

- m. When the umpire calls time and an appeal play follows, the ball remains dead throughout the appeal.
- n. When any part of the batter's person is hit by his own batted ball while he is in the batter's box.
- o. When a runner runs the bases in reverse order.
- p. When a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play, and thereby draws a throw to home plate.
- q. When a baserunner fails to keep contact with his/her base until the pitched ball has reached home plate.
- r. When a play is being made on an obstructed runner, or if the batter-runner is obstructed before he/she reaches first base.
- s. When a blocked ball is declared.
- t. When the batter enters the batter's box with, or uses, an illegal bat or altered bat.
- u. When a caught fair ball, including a line drive, which can be handled by any infielder with ordinary effort, is intentionally dropped, with less than two outs, and with a runner on 1<sup>st</sup>, 1<sup>st</sup> and 2<sup>nd</sup>, 1<sup>st</sup> and 3<sup>rd</sup> or 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> bases.
- v. When a fielder carries a live ball into dead ball territory.
- w. When a foul ball is caught and the batter has 2 strikes.
- x. When a batter is hit with his/her own-batted ball in fair territory outside the batter's box.
- y. When a fair ball strikes an umpire or baserunner on fair ground before passing or touching an infielder.

Sec. 2 The ball is in play:

- a. At the start of each half inning, when the pitcher has the ball in the pitching position and the umpire has called "Play Ball".
- b. When the infield fly rule is enforced.
- c. When a thrown ball goes past a fielder and remains in playable territory.
- d. When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.
- e. When a fair ball strikes an umpire on foul ground.
- f. When the baserunners have reached the bases which they are entitled, when the fielder illegally fields a batted or thrown ball.
- g. When a baserunner is called out for passing a preceding runner.
- h. When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.
- i. When the batter legally hits a fair ball.
- j. When a baserunner must return, in reverse order, while the ball is already in play.
- k. When a baserunner acquires the right to a base by touching it before being put out.
- l. When a base is dislodged while runners are running the bases.
- m. When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
- n. When a runner is forced or tagged out.
- o. When the umpire calls the baserunner out for failure to return and touch the base when play is resumed, after a suspension of play.
- p. When a live ball strikes a groundskeeper, photographer, policeman etc. assigned to the game.
- q. When a thrown ball strikes an offensive player.
- r. If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgement of the umpire, there was no intention to interfere with the course of the ball. The batter is not out and the ball is alive and in play.

- s. When a thrown ball strikes an umpire.
- t. When a thrown ball strikes a coach.
- u. As long as there is a play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time". Once the umpire has called "time" however, the ball remains dead during a subsequent appeal play.
- v. When a foul ball is caught and the batter has less than two strikes.
- w. When, in the judgment of the umpire, a coach touches or physically helps a runner.

**EFFECT:** A delayed dead ball signal will be given and play shall continue. The touched or assisted runner shall be ruled out and all other subsequent play will be ruled upon accordingly.

**Sec. 3 The ball remains alive** until the umpire calls "time", which should be done when the ball is held by a player in the infield area, and in the judgement of the umpire, all play has ceased.

### **RULE 10 – UMPIRES**

**NOTE:** Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for the umpires.

**Sec. 1 Powers and duties:** The umpires are the representatives of the league or organization for the particular game that they have been assigned. They are authorized and required to enforce the rules contained in this book. The umpires have the power to order a player, coach, captain, or manager to do or refrain from doing, any act that is necessary to enforce any of these rules; and to inflict any penalties prescribed. The plate umpire shall have the authority to rule on any situation not specifically covered in these rules.

**NOTE:** An umpire shall not be a member of either team (i.e. player, coach, officer scorekeeper, or sponsor.)

- a. The umpire should inspect the playing field, equipment, and clarify all ground rules to both teams and managers/coaches prior to the start of the game.
- b. Each umpire shall have the power to make decisions on violations committed anytime during playing time or suspension of play until the game is over.
- c. No umpire has the authority to set aside or question decisions made by another umpire within the limits of his/her respective duties.
- d. An umpire may consult with his/her partners at any time; however, the final decision shall rest with the umpire whose authority it is to make the decision and who requested the opinion of the other umpires.
- e. The plate and base umpires shall have equal authority to :
  - (1) Call a runner out for leaving a base too soon.
  - (2) Call "time" for suspension of play.
  - (3) Remove a player, manager, coach, or other team member from the game for violation of the rules.

**NOTE:** Unless appealed, the plate umpire shall not call a player out for having failed to touch a base, leaving a base too soon on a caught fly ball, batting out of order or making an attempt to go to second base after reaching first base, as provided in these rules.

**Sec. 2 The plate umpire:**

- a. Shall take a position behind the catcher and have full responsibility for the proper conduct of the game.
- b. Shall call all balls and strikes.
- c. Shall be in agreement and in cooperation with the base umpire(s) call on plays,

fair or foul balls, legally or illegally caught balls. On plays, which require the base umpire to leave the infield, the plate umpire shall assume the duties that the base umpire is normally required to cover.

- d. Shall determine and declare whether a batter chops or bunts a ball, whether a batted ball touches the person or clothing of the batter, and also whether a fly ball is an infield fly.
- e. Shall render decisions on the bases when required by the instruction in the umpire's manual.
- f. Shall determine when a game is forfeited.

Sec. 3 The base umpire:

- a. Shall take a position(s) on the playing field as outlined in the Umpire's Manual.
- b. Shall assist the plate umpire in every way to enforce the rules of the game.
- c. Can call an Infield Fly.

Sec. 4 Changing of umpire:

- a. Umpires cannot be changed during a game unless injury or illness incapacitates an umpire.

Sec. 5 Umpires judgment:

- a. There shall be no appeal of any decision of any umpire on the grounds that he/she was not correct in his/her decision that a batted ball was fair or foul, a baserunner was out or safe, a pitched ball was a ball or a strike, or any other play involving accuracy of judgement. Any argument is grounds for a player or coach to be ejected from the game. No decision of an umpire shall be reversed, except when he/she is convinced it is in violation of a rule. If the manager, captain, or either team does not seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question, shall, if in doubt, confer with his/her associates before taking any action. But under no circumstances shall any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules. Under no circumstances should any umpire seek to reverse a decision made by his/her associates, nor shall any umpire criticize or interfere with the duties of his/her associates, unless asked to do so.

Sec. 6 Suspension of play:

- a. An umpire may suspend play when, in his/her judgement, conditions justify such action.
- b. Play shall be suspended when the plate umpire leaves his/her position to brush the plate or to perform other duties not directly related with the calling of a play.
- c. The umpire shall suspend play whenever the batter or pitcher steps out of position for a legitimate reason.
- d. The umpire shall not call "Time" after the pitcher has started his/her pitching motion, or while play is in progress. "Time" shall not be called until all action, in progress by either team, has been completed.
- e. When in the judgement of the umpire, all immediate play is apparently completed should he/she call "Time".

Sec. 7 Violations and penalties:

- a. Players, managers, coaches or other team members shall not make disparaging or insulting remarks to or about any opposing players, officials, or spectators; or commit other acts that could be considered unsportsmanlike conduct.

b. There shall be no more than two coaches for each team to give words of assistance and direction to the members of the team while at bat. One coach shall be stationed near first base and the other near third base. Each coach must remain in the coach's box.

c. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first violation the manager or coach may be warned. For second offense the player is removed from the game. The offender shall go directly to the dressing room (if available) for the remainder of the game or leave the grounds. Failure to do so will warrant a forfeiture of the game.

d. Any player or coach who leaves his/her position on the field, including the dugout, to argue balls and strikes, or to argue whether a batter stepped on or over home plate, will be ejected. Only the three players involved with the pitch (pitcher, catcher, and batter) will be allowed to question balls and strikes.

**Sec. 8 All ESA SPORTS Umpires** must wear an Official ESA SPORTS umpiring uniform consisting of the following:

1. Official ESA SPORTS umpire shirt w/embroidered logo.

**NOTE:** Any clothing worn under the official umpire shirt must be plain white with no writing or graphics of any kind. **EXCEPTION:** The embroidered official ESA SPORTS mock turtleneck

2. Black trousers with belt loops (Slowpitch).

**NOTE:** Trousers do not include jeans, sweatpants, jogging pants, or other pants or slacks that **would not** be considered dress trousers.

4. Black shorts with belt loops.

**\*NOTE:** Black shorts, with belt loops, may be worn at all levels of ESA SPORTS sanctioned play. It is up to the discretion of the Tournament Director to allow umpires to wear shorts or trousers during all post-season play. It is recommended that umpires, in cooperation with the league/tournament Umpire-In-Chief, coordinate their uniforms to look alike, i.e. one Umpire wears shorts, both wear shorts. This is the same for trousers. When shorts are worn, solid white crew socks must be worn. Ankle socks or footies are not acceptable as part of the ESA SPORTS OFFICIAL UNIFORM.

5. Black Belt.

6. Black socks with trousers and white crew socks with black shorts.

7. Black jacket w/official ESA SPORTS logo.

8. Black shoes.

**NOTE:** Black official (umpire) shoes bearing the white logo, trademark or manufacturers name is legal. **NO WALKING BOOTS OR CASTS PERMITTED.**

9. White mock with official ESA SPORTS logo or plain white regular turtleneck.

10. Black/Royal rain gear (top and bottom).

11. Black Hat w/official ESA SPORTS Logo.

12. Royal/Black ball bag w/official ESA SPORTS logo.

**NOTE:** Ball bag must be worn on the hip or slightly to the rear of hip.

**\*NOTE:** Any uniform item sold by ESA SPORTS that bears the official ESA SPORTS logo is mandatory wear and to be purchased from the ESA SPORTS National Office.

**\*\*NOTE:** Any umpire apparel (hat, jacket, etc) that is issued to an umpire for being assigned to a special event (World Series, or Championship Event) may NOT be worn after the conclusion of said special event as a part of the official ESA SPORTS Umpire uniform.

## UMPIRE SYSTEMS

The one Umpire System is being used in many areas of the nation today, mostly in slow pitch. Most softball authorities believe that when only one umpire is assigned to a game, the best position for the umpire prior to the pitch is behind home plate between the batter and catcher.

### TWO-UMPIRE SYSTEM

The Two-Umpire System is now standard for most leagues. With its use, ninety percent of the situations that will ordinarily arise may be adequately covered. Two umpires, working as a team for any period of time, can cover their plays with ease, be in the right place at the right time, and perform mechanics so smoothly that players and spectators are unconscious of their presence until the play has been made.

The plate umpire should be prepared to take a share of the base plays. The lead runner, if there is more than one on the bases, is the plate umpire's responsibility.

### FLY BALL TAG-UP RESPONSIBILITIES

The Plate Umpire has tag responsibilities under the following situations:

1. All runners at third base
2. The runner at second base with runners at first and second base

The Base Umpire has tag responsibilities under the following situations:

1. All runners at first base.
2. The runner at second base with runners at second and third bases or second base only
3. Runners at first and second base when the bases are full

**Note:** These tag-up procedures should be followed at all time, UNLESS there is COMMUNICATION between both umpires.

#### Plate Umpire

1. Should take position as stated prior.
2. On batted balls to the infield leave to the left of the catcher moving up the first base line to observe the play, then move toward third base to cover advancing runner.

#### Base Umpire

1. Take a position about halfway between first and second base and outside the base line. This position will normally place the umpire two or three steps behind and to the first base side of the second baseman.
2. if the runner attempts to steal second, move toward the base staying behind the fielder, should the throw be wild, move inside the base path.
3. On base hits to the outfield, immediately come inside the diamond, button hook and take the batter-runner all the way to third base.
4. On a double play, take one or two steps toward second base, follow the flight of the ball and move toward first base as the ball takes you into the play.
5. Has tag-up responsibility for runner at first base, and takes single runner all the way to third base after the catch.

**Sec. 9 No player during the course** of any ESA SPORTS sanctioned softball event may wear any part of the ESA SPORTS official umpire's uniform.

#### RULE 11 – PROTESTS

**Sec. 1 Protests shall not** be allowed or considered if they are based solely upon a decision involving judgement on the part of any umpire.

**NOTE:** Examples of a protest, which will not be considered are:

- a. Whether a batted ball was fair or foul.
- b. Whether a baserunner was safe or out.
- c. Whether a pitched ball was a strike or ball.

- d. Whether a runner did or did not touch a base.
- e. Whether a runner left his/her base too soon on a caught fly ball.
- f. Whether a fly ball was or was not legally caught.
- g. Whether it was or was not an infield fly.
- h. Whether there was or was not interference.
- i. Whether the field is fit to continue or resume play.
- j. Whether there is sufficient light to continue play.
- k. Any other matter involving only the accuracy of the umpire's judgement.

**Sec. 2 Protests that shall** be received and considered concerning matters of the following types:

- a. Misinterpretation of a playing rule to a given situation.
- b. Failure of an umpire to apply the correct rule to a given situation.
- c. Failure to impose the correct penalty for a given violation.

**Sec. 3 Protests may** involve the interpretation of a rule.

**Sec. 4 The notification** of intent to protest must be made immediately before the next pitch. **EXCEPTION:** Player eligibility

- a. The manager of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire will then notify the scorekeeper and the opposing manager.
- b. It is the umpire's responsibility to record the surrounding conditions to aid in the correct determination of the issue. (i.e. inning, outs, names of players involved, runners on base, score, etc.)

**Sec. 5 The official** protest must be filed within a reasonable time:

**All protests must be made before the completion of the game!**

- a. Within forty-eight hours after the scheduled time of the contest is generally considered a reasonable amount of time in league play. In tournament play, all play ceases until the protest is resolved.
- b. A protest fee of seventy-five dollars (\$75.00) cash will be paid in all qualifying and post-season tournaments sanctioned by the ESA SPORTS. In tournament play, the fee must be paid immediately. If the protest is upheld, the protest fee shall be returned. If protesting player eligibility, the fee is \$75.00 cash per player.
- c. In tournament play, protest concerning player eligibility must be filed before the end of the game being protested.
- d. Any protest made after the completion of a game will not effect outcome of the completed game. All protests must be made before the completion of the game!

**NOTE:** The Tournament Director/Coordinator or Tournament UIC may require a copy of the birth certificate or picture I.D. at anytime. Play ceases until the protest is resolved. ALL PLAYERS MUST CARRY A GOVERNMENT ISSUED PICTURE ID ON HIS/HER PERSON AT ALL TIMES DURING TOURNAMENT PLAY.

**Sec. 6 The formal** written protest should contain the following information:

- a. The date, time, and place of the game.
- b. The names of the umpires and scorekeeper.
- c. The rule and section of the Official Rules or local rules under which the protest is based.
- d. The decision and conditions surrounding the making of the decision.
- e. All essential facts involved in the matter protested.

**Sec. 7 The decision** made on a protested game must result in one of the following:

- a. The protest is found invalid and the game stands as played.
- b. When protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
- c. When protest for eligibility is allowed, the team shall forfeit the game played to the offended team.



## PART II WOMEN'S SOFTBALL

**NOTE:** Any softball rules not covered or found in this section will be covered or found in Part 1 of the Official ESA SPORTS Rule book.

**\*NOTE:** The Extreme Sports Association has divisions for men and women, and a coed division for both to compete in jointly. The men's division is specifically for men ages 16 and older, and the women's division is specifically designed for women ages 16 and older. With the exception of CO-ED division, women may not compete in the men's program and men may not compete in the women's program of any division

### RULE 1 – DEFINITIONS

No changes, Refer to Rule 1, .

### RULE 2 – THE PLAYING FIELD

#### **Sec. 1 Fence Distance – Women's Adult Slow Pitch Divisions**

- a. Minimum Fence Distance – 250 feet

#### **Sec. 4 The Official Diamond** shall have base lines as follows:

- a. Women's Adult Slow Pitch Divisions – 70 feet

#### **Sec. 5 The Official Diamond** shall have a pitching distance as follows:

- a. Women's Adult Slow Pitch Divisions – 53 feet

### RULE 3 – EQUIPMENT

**NOTE:** For every Division contained inside the cover of this Rule Book All equipment must be 100% conforming, 100% of the time. The ESA SPORTS reserves the right to approve or reject any softball related equipment for its intended use in the ESA SPORTS Program. Equipment does not merely need to meet industry standards, but must meet ESA SPORTS standards before approval for its use is granted. **If, should the ESA SPORTS believe in any way, shape or form that a particular piece of equipment is dangerous and/or not acceptable for fair play, the ESA SPORTS reserves the right to ban such equipment immediately.**

**\*NOTE:** The ESA SPORTS has adopted a Bat Performance Factor (BPF) of 1.20 or less. All bats with a BPF of 1.20 or **less for the entire length of the barrel or hitting surface** are approved for use in the ESA SPORTS Program, **unless the ESA SPORTS believes in any way shape or form that a particular bat is dangerous and/or not acceptable for fair and safe play.** **\*\*NOTE:** The ESA SPORTS reserves the right to ban such equipment immediately. All bats used in ESA SPORTS Play must be stamped with a

BPF of 1.20 or **less** (exception: Wooden Bats do not have to be stamped with a BPF of 1.20 and may be used and are legal in all ESA SPORTS Play if they meet the standards set forth in Rule 3, Sec. 1 a-l). **Refer to Part 1 of the Official Playing Rules for further information.**

**Sec. 2 The Official Softball** shall be an eleven-inch smooth-seamed, concealed-stitched or flat-surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and or machine wound, with a fine twisted yarn and covered with latex or rubber cement. Or it may be made of other materials approved by the ESA SPORTS. The cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the ESA SPORTS, cemented to the ball by application of cement to the underside of the cover and sewn with black waxed cotton or black linen thread to form a black-stitched softball. The solid core ball must be stamped with THE official ESA SPORTS logo that contains the maximum C.O.R. and compression standards. The ball MAY NOT bear any other logos except for the ESA SPORTS official logo unless otherwise approved by the Executive Director or the Executive Vice President of the ESA SPORTS. MAXIMUM C.O.R. of .47, .44, or .40. Maximum Compression for ESA SPORTS softballs is 400 pounds or 525 pounds. Directors have the option as to which compression and which C.O.R. are to be used. **Refer to Part 1 of the Official Playing Rules for further information**

Sec. 4 No changes, Refer to Rule 3,

Sec. 6 Uniform

a. Casts (plaster, metal or other hard substances) may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped. Coaches in wheelchairs MAY NOT be on the field of play during ANY live ball situation unless the chair has all exposed metal parts covered by a soft substance and taped in such a way that would eliminate the risk of bodily injury to the players playing the game or other coaches coaching the game. This pertains to ALL adult play.

b. IF IT IS DISCOVERED DURING THE GAME THAT AN OFFENSIVE PLAYER IS WEARING METAL CLEATS AN OUT WILL BE CALLED AND THE PLAYER WILL BE EJECTED, **all baserunners must return to the base occupied at the time of the pitch.** A DEFENSIVE PLAYER WHO IS WEARING METAL CLEATS WILL BE EJECTED.

c. ESA SPORTS Women Uniform Requirements:

(1) Class A Matching uniforms with numbers

(2) Class B thru E Matching shirts with numbers

**RULE 4 – PLAYERS AND SUBSTITUTIONS**

No changes, Refer to Rule 4, .

**RULE 5 – THE GAME**

**NOTE:** A three-game format will be used in all post-season events.

**Sec. 3 A regulation game** shall consist of seven innings.

a. A game will be forfeited if, because of the removal of a player(s) from the game by the umpire, or for any cause, there are less than nine (9) players on either team.

b. During all tournament play (Qualifying, State, Regional and World Series) in the event of rain or any cause that interrupts a game, the game must be resumed at the exact point where it was stopped.

c. In the event that a tournament cannot be completed, an official game may be called after 5 innings of play or 4 ½ innings of play if the home team is ahead.

**NOTE:** Players listed in the line-up and not available at game time may be substituted for when play is resumed.

Sec. 4 Classification of women's softball teams:

- a. Class "B" Open Division – Fifteen (15) any additional HR's will be scored an out.
- b. Class "C" – Ten (10) any additional HR's will be scored an out.
- c. Class "D" – Six (6) HR, any additional HR's will be scored an out.
- d. Class "E" – Three (3) HR, any additional HR's will be scored an out.
- e. Class "Recreational – One (1), any additional HR's will be scored an out.

RULE 6 – PITCHING REGULATIONS

No changes, Refer to Rule 6, .

RULE 7 - BATTING

No changes, Refer to Rule 7, .

RULE 8 – BASERUNNING

No changes, Refer to Rule 8, .

RULE 9 – DEAD BALL/BALL IN PLAY

No changes, Refer to Rule 9, .

RULE 10 – UMPIRES

No changes, Refer to Rule 10, .

RULE 11 – PROTESTS

No changes, Refer to Rule 11, .



## PART III COED SOFTBALL

**NOTE:** Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the Official ESA SPORTS Rulebook.

Based on a team's overall strength, State Directors or Zone Directors can change classification of a ESA SPORTS Coed Team.

- a. Open Division – Class "B" and above – 1 male major player.

**NOTE:** The ESA SPORTS will have one (1) Co-Ed Open Division World Series.

- b. Class "C" – No more than 1 Class "B" male player and 1 Class "B" female player allowed. No Class "A" or above players.
- c. Class "D" – No more than 2 Class "C" male players and 2 Class "C" female players allowed. No Class "B" or above players.
- d. Class "E" – No more than 2 class "D" male players. No class "C" or above male or female players are allowed on ANY Class "E" team.

RULE 1 – DEFINITIONS

No changes, Refer to 1.

RULE 2 – THE PLAYING FIELD

No changes, Refer to Rule 2.

RULE 3 – EQUIPMENT

**NOTE:** For every Division contained inside the cover of this Rule Book All equipment must be 100% conforming, 100% of the time. The ESA SPORTS reserves the right to approve or reject any softball related equipment for its intended use in the ESA SPORTS Program.

Equipment does not merely need to meet industry standards, but must meet ESA SPORTS Standards before approval for its use is granted. **If, should the ESA SPORTS believe in any way shape or form that a particular piece of equipment is dangerous and/or not acceptable for fair play, the ESA SPORTS reserves the right to ban such equipment immediately.**

**\*NOTE:** The ESA SPORTS has adopted a Bat Performance Factor (BPF) of 1.20 or less. All bats with a BPF of 1.20 or **less for the entire length of the barrel or hitting surface** are approved for use in the ESA SPORTS Program, **unless the ESA SPORTS believes in any way, shape or form that a particular bat is dangerous and/or not acceptable for fair and safe play.** **\*\*NOTE:** **The ESA SPORTS reserves the right to ban such equipment immediately.** All bats used in ESA SPORTS Play must be stamped with a BPF of 1.20 or **less** (exception: Wooden Bats do not have to be stamped with a BPF of 1.20 and may be used and are legal in all ESA SPORTS Play if they meet the standards set forth in Rule 3, Sec. 1 a-l). **Refer to Part 1 of the Official Playing Rules for further information concerning equipment.**

**Sec. 2 The official softball** shall be a smooth seamed, concealed stitched or flat surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and or machine wound, with a fine twisted yarn and covered with latex or rubber cement. Or it may be made of other materials approved by the ESA SPORTS. The cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the ESA SPORTS, cemented to the ball by application of cement to the underside of the cover and sewn with black waxed cotton or black linen thread to form a black-stitched softball. The solid core ball must be stamped with **"THE"** official ESA SPORTS logo that contains the maximum C.O.R. and compression standards. The ball **MAY NOT** bear any other logos except for the ESA SPORTS official logo unless otherwise approved by the Executive Director or the Executive Vice President of the ESA SPORTS. MAXIMUM C.O.R. is .47 or .44. (.47 for Women) Maximum Compression for ESA SPORTS softballs is 400 pounds or 525 pounds. Directors have the option as to which compression and which C.O.R. are to be used.

**NOTE:** The men's division will use the twelve-inch softball. The women's division will use the eleven-inch softball.

Sec. 3 All Players must wear approved shoes

No changes, Refer to Rule 3,

Sec. 4 Uniform

No changes, Refer to Rule 3,

#### **RULE 4 – PLAYERS AND SUBSTITUTIONS**

Sec. 1 A team shall consist of:

- a. Coed (Slowpitch) with extra players. Twelve (12) players, six (6) males and six (6) females. In Coed Indoor, a male player must play the pitching position.

**NOTE:** If the "EP" is used in Coed, twelve (12) players must be used. It is not permissible to use eleven (11) players because of the alternate players.

- b. Coed (Slowpitch). Ten (10) players; five (5) males and five (5) females.
- c. A team must start a game with a minimum of ten (10) players and finish a game with ten (10) players. Coed teams may use the extra player (EP) rule.
- d. Five (5) male and five (5) female players must play defense at all times.
- e. There must be two (2) of each sex in the outfield and infield positions.  
Positioning is left up to the individual manager.

**EXCEPTION:** There cannot be a Rover (male or female). There must be two male and two female outfielders in the outfield at the time the ball is pitched and it is the umpire's discretion to determine if the defensive team is in compliance.

**PENALTY:** This is a Delayed Dead Ball Situation. The manager of the offended team has the option of having the batter bat over and assuming the ball and strike count he/she had prior to the pitch he/she hit (baserunners return), or taking the result of the play.

- f. Outfielders may not be on the infield surface.
- g. Each team must have a male/female pitcher/catcher combination.
- h. In the 35 & Over Coed Division a courtesy runner may be used once per inning per sex, and must be the player who made the last out. Or if in the first inning with no outs recorded for the player needing the courtesy runner, the player furthest from the batter/runner will be the courtesy runner.

## Sec. 2 EXTRA PLAYER (EP)

- a. If the extra player (EP) is used, a team must use two (2) extra players, one male and one female. These players may play defense at any time, but they must retain their original positions in the batting order. The batting order must remain the same unless a substitution is used in the offensive line-up.

**NOTE:** When a team is using the extra player(s) (EP), and in the event a player or players are removed for any reason during the course of the game. When no substitution is available, the player removed shall be scored as an out when his/her turn comes up in the batting order. In the event this occurs, the player immediately following the removed player is simply by-passed as a batter, but may still remain in the game as a defensive player.

## RULE 5 – THE GAME

**Sec. 3** 35 & Over Coed Program run rule is as follows:

- a. Twenty (20) runs after 3 innings
- b. Fifteen (15) runs after 4 innings
- c. Ten (10) runs after 5 innings

**Sec. 9 The Extreme Sports Association's** Official Roster signing date will be August 1<sup>st</sup>. All teams qualifying to play in any of the ESA SPORTS tournaments are required to have an official signed roster in the State Director's Office by August 1<sup>st</sup>.

- a. Teams qualifying before October 1<sup>st</sup> can add up to two (2) female players and two (2) male players. In each case, any roster changes must be approved by the State, Regional, or National Director. Teams can only add those players (2 female – 2 male) because of injury or relocation. Added players must be of the same or lower class.

## Sec. 10 Home Run Limit for Coed (Slow Pitch) Teams

- a. Class "B" Open Division – Fifteen (15) any additional HR's will be scored an out.
- b. Class "C" – Ten (10) any additional HR's will be scored an out.
- c. Class "D" – Six (6) HR, any additional HR's will be scored an out.
- d. Class "E" – Three (3) HR, any additional HR's will be scored an out.
- e. Class "Recreational – One (1), any additional HR's will be scored an out.

**NOTE:** See Rule 5 for explanation of home run rules.

## RULE 6 – PITCHING REGULATIONS

No changes, Refer to Rule 6

## RULE 7 – BATTING

**Sec. 1 Each player on the side at bat shall become a batter in the order in which their**

names appear on the score sheet.

- a. Male and female players must alternate in the batting order. Either a male or female batter may bat first in the line-up. This order must also be maintained when using the extra player (EP) rule.
- b. When a male batter is walked intentionally or unintentionally, the male batter is awarded second base, and the following female batter has the option to bat or walk.
- c. It is the defensive team's responsibility to know whether or not the wrong ball is in the game. Only the team at bat shall be allowed to make the appeal on the wrong ball being pitched.

**EFFECT:** The offensive team shall have the choice to either take the result of the play or bat again.

**RULE 8 – BASERUNNING**

No changes, Refer to Rule 8, .

**RULE 9 – DEAD BALL/BALL IN PLAY**

No changes, Refer to Rule 9, .

**RULE 10 – UMPIRES**

No changes, Refer to Rule 10, .

**RULE 11 – PROTESTS**

No changes, Refer to Rule 11, .



## **PART IV SENIORS SOFTBALL**

**NOTE:** Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the official ESA SPORTS Rulebook.

**RULE 2 - PLAYING FIELD**

**Sec. 4 The Official Diamond** will have base distances of 65 feet.

**NOTE:** The ESA SPORTS Senior Division will use a double base at 1<sup>st</sup> base.

- a. If the first play is at first base, either from the infield or outfield a runner will be called out for touching the inside of the base.
- b. If the play is elsewhere the inside of the base may be tagged in a continuation toward 2<sup>nd</sup> base.
- c. A runner running toward 1<sup>st</sup> base may cross over to the inside of the base to avoid a collision if a wild throw occurs.
- d. The batter-runner or the baserunner can use the inside of the base if they are attempting to get back to 1<sup>st</sup> base.

**Sec. 5 The Official Diamond** will have a pitching box 53 feet from home plate and extending back three feet perpendicular to the pitcher's mound towards second base.

**RULE 3 - EQUIPMENT**

**NOTE:** For every Division contained inside the cover of this Rule Book All equipment must be 100% conforming, 100% of the time. The ESA SPORTS reserves the right to approve or reject any softball related equipment for its intended use in the ESA SPORTS Program. Equipment does not merely need to meet industry standards, but must meet ESA SPORTS Standards before approval for its use is granted. **If, should the ESA SPORTS**

**believe in any way shape or form that a particular piece of equipment is dangerous and/or not acceptable for fair play; the ESA SPORTS reserves the right to ban such equipment immediately.**

**\*NOTE:** The ESA SPORTS has adopted a Bat Performance Factor (BPF) of 1.20 or less. All bats with a BPF of 1.20 or **less for the entire length of the barrel or hitting surface** are approved for use in the ESA SPORTS Program, **unless the ESA SPORTS believes in any way shape or form that a particular bat is dangerous and/or not acceptable for fair and safe play.** **\*\*NOTE:** The ESA SPORTS reserves the right to ban such equipment immediately. All bats used in ESA SPORTS Play must be stamped with a BPF of 1.20 or **less** (exception: wooden bats do not have to be stamped with a BPF of 1.20 and may be used and are legal in all ESA SPORTS play if they meet the standards set forth in Rule 3, Sec. 1 a-l). **Refer to Part 1 of the Official Playing rules for further information.**

**Sec. 1 The official bat** shall be of one-piece construction and can be made of wood (hardwood) or other materials approved by the ESA SPORTS, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is essentially parallel to the length of the bat. Below is a list of additional requirements:

The bat shall not be more than 34 inches in length and no more than 38 ounces in weight and shall meet the BPF standard of 1.20 on the entire length of the barrel, (see above **\*NOTE & \*\*NOTE** for further bat standards) and shall have BPF 1.20 permanently stamped by the manufacturer. **Bats without the BPF stamped on the bat shall be considered illegal. Exception: wood bats do not have to have the BPF stamp if the bats meet all other requirements of Rule 3 Sec. 1**

- m. The bat shall have a safety grip of cork, tape (not smooth plastic type), or combination material.
- n. The grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat.
- o. The bat shall be marked "OFFICIAL SOFTBALL" by the manufacturer.

**NOTE:** If the words "OFFICIAL SOFTBALL" cannot be read, due to normal wear, the bat shall be declared legal, if it is legal in all other aspects.

- p. The bat may be made of metal or other materials approved by the ESA SPORTS and may be angular; however, the ESA SPORTS must approve any material before it is used in sanctioned events.
- q. All exposed surfaces of the bat must be smooth and free of burrs, pins, rivets, **DEEP DENTS OR DANGEROUS DENTS, fractures of any type**, sharp edges or any type of exterior fastener that would present a safety hazard.

**EXCEPTION:** At the umpire's discretion slightly dented bats may be considered legal.

- r. Unless the bat is made of one-piece construction with the barrel end closed, it should have a rubber or plastic insert in the barrel.
- s. A one-piece rubber grip and knob combination is illegal.
- t. Metal or other approved material bats must have a knob on the handle and welded or mechanically fastened.
- u. All bats must have a safety knob of a minimum of ¼ inch protruding at a 90-degree angle from the handle. The ¼ inch is measured from the outer edge of the knob 90 degrees to the outside layer of wrapping. The knob portion of the bat may be taped as long as the bat does not exceed 34 inches in length; however, the umpire may request tape to be removed from both the handle and knob if there is any question concerning the bat being altered or illegal. After determining the bat legal, the player may tape the bat back to his/her preference, providing the bat

meets the requirements set forth by Rule 3, Sec. 1 (m-w).

v. A flare or cone grip may be attached from the factory or a factory flare or cone may be attached to the bat by the player, but the flare or cone must be installed properly to the bat. The flare or cone must be taped or covered by an approved bat grip and the bat must meet all requirements of Rule 3, Sec. 1 (m - w) after installation to be considered legal.

w. Shall be rounded and smooth. Shall not be more than 2-1/4 inches in diameter at its largest part. A tolerance of 1/16 inch is permitted, to allow for expansion on the round bat. **NOTE:** Sec. 1 a-l. Any bat that does not comply with these guidelines **or** that is not listed on the official ESA SPORTS approved bat list REFER TO: [www.ESAsoftball.com](http://www.ESAsoftball.com) for approved bats, must be removed from the game, and the bat may no longer be used in any ESA SPORTS Sanctioned Play.

**Sec. 2 The official softball** shall be a smooth-seamed, concealed-stitched or flat-surfaced ball. The center of the ball may be made of either long fiber kapok or mixture of cork and rubber, and or machine wound, with a fine twisted yarn and covered with latex or rubber cement. Or it may be made of other materials approved by the ESA SPORTS. The cover of the ball shall be optic yellow, tanned horsehide, cowhide or any other materials approved by the ESA SPORTS, cemented to the ball by application of cement to the underside of the cover and sewn with black waxed cotton or black linen thread to form a black-stitched softball. The solid core ball must be stamped with THE official ESA SPORTS logo that contains the maximum C.O.R. and compression standards. The ball MAY NOT bear any other logos except for the ESA SPORTS official logo unless otherwise approved by the Executive Director or the Executive Vice President of the ESA SPORTS. MAXIMUM C.O.R. is .47 or .44. Maximum Compression for ESA SPORTS softballs is 400 pounds or 525 pounds. Directors have the option as to which compression and which C.O.R. are to be used.

**NOTE:** The men's division will use the twelve-inch softball. The women's division will use the eleven-inch softball.

**Sec. 6** Players must wear visible numbers of a minimum of 6 inches in height with no number being identical on the same team.

#### RULE 4 -PLAYERS & SUBSTITUTIONS

**NOTE:** A player is eligible to compete as an amateur player as long as the player does not accept payments for participating in the game of softball.

**\*NOTE:** A player is considered an amateur player if the player plays the game solely for pleasure; physical, mental and social benefits derived from participation and does not accept payment for playing the game of softball

**\*\*NOTE:** An amateur player may be reimbursed from his/her team manager for actual necessary expenses incurred for travel, lodging and meals.

**\*\*\*NOTE:** An amateur is not permitted to accept awards other than a ring, watch, trophy, jacket, bat, shirt or other like award that is acceptable to the World Sports Association as an award in which amateur status should be retained.

**Sec. 1 a. A team is allowed 10 players** on defense in the 50+, 55+, 60+ and 65+ divisions. b. **A team is allowed 15 players** on offense in the 50+, 55+, 60+, 65+ and 70+ divisions.

#### RULE 5 - THE GAME

**NOTE:** Extreme Sports Association Senior teams 50+ to 70+ must participate in a ESA SPORTS sanctioned tournament to be eligible to advance to the ESA SPORTS World Series. All teams and their rosters will be subject to the National Senior Softball Ratings.

**Sec. 2 In the 50+ to 70+ age divisions** a time limit will be used only in pool play. When the game has been played one (1) hour, the home plate umpire will notify the teams that they will finish that inning and play one (1) additional inning, unless the home team is ahead.

Sec. 3 The ESA SPORTS Senior Softball Division will have the following run rule:

- a. 20 runs after three (3) innings
- b. 15 runs after four (4) innings
- c. 10 runs after five (5) innings

**Sec. 9 Senior Competition shall begin** at the age of 50 and will advance each five years thereafter to include the following age divisions of play: 55+, 60+, 65+ and 70+.

**NOTE:** Eligibility for all senior players pertaining to age shall be the calendar year.

**\*NOTE:** Senior players must have a legal picture identification card (i.e., photo ID, in their possession at all sanctioned events.

**\*\*NOTE:** Senior players may only participate on one team in a Qualifying and Post-Season Tournament.

**\*\*\*NOTE:** An Official Senior Roster shall not exceed twenty (20) players.

**\*\*\*\*NOTE:** Rosters will be based upon state boundaries. A player may only play with a team from their own state or a state whose borders touch the borders of the player's own state with the exception of players from California and Florida.

**EXCEPTION:** Players from California and Florida must play on teams from their own state and players from states that border California and Florida cannot play on teams from California and Florida.

**NOTE:** The ESA SPORTS National Office must approve any exceptions.

Sec. 10 Senior Softball Team Classifications:

- a. Class A
- b. Class B
- c. Class C
- d. Class D

Sec. 11 Senior Home Run Limits:

- a. Class "B" Open Division – Fifteen (15) any additional HR's will be scored an out.
- b. Class "C" – Ten (10) any additional HR's will be scored an out.
- c. Class "D" – Six (6) HR, any additional HR's will be scored an out.
- d. Class "E" – Three (3) HR, any additional HR's will be scored an out.
- e. Class "Recreational – One (1), any additional HR's will be scored an out.

RULE 6 - Pitching Rules

No change see Rule 6.

**NOTE:** If, anytime during the course of the game the pitching distance is found to be in error, the error should be corrected immediately, and the game should continue. THIS IS NOT A POINT OF PROTEST.

RULE 7 - BATTING

No changes, Refer to Rule 7, .

RULE 8 - BASERUNNING

**NOTE:** Courtesy Runner(s). In the ESA SPORTS Senior Division an unlimited number of courtesy runners shall be allowed in all divisions. A courtesy runner may not be used more than once per inning. Any courtesy runner caught running more than once per inning, or when it is their turn to bat will be declared out. If a courtesy runner is on base when it's their time to bat an out will be recorded on that runner on base with the runner being allowed to bat.

**\*NOTE:** In all Senior Divisions, the courtesy runner may be substituted for in case of injury but must be removed from the game.

**\*\*NOTE:** If a courtesy runner is substituted for illegally, the infraction must be caught before the next pitch.

**Sec. 1 A three (3) foot commitment line** shall be marked across and perpendicular to the foul line and placed twenty (20) feet from home plate. Once a runner's foot touches the ground on or past this line, the runner is committed to advance to the scoring plate.

**NOTE:** If a runner retreats across the commitment line, he will be declared out and the ball will remain alive.

**Sec. 2 A scoring plate shall be located** with its right corner eight (8) feet from the back of home plate. The scoring plate shall be situated on an imaginary extension of the first base foul line. The scoring plate should be anchored to the ground to prevent slippage and changes of position of the plate during the game. The offensive team must always touch the scoring plate when scoring a run.

**EFFECT:** If the runner touches home plate that runner is automatically out. The defensive team must always touch home plate to record an out. If the defensive team attempts to tag the runner, the runner is automatically safe.

**Sec. 9 Sliding is permissible at second base,** third base and returning to 1<sup>st</sup> base. No sliding at home plate or going to 1<sup>st</sup> base the first time.

**EFFECT:** The runner is declared out.

**NOTE:** Running off or through a base is not permissible in Senior Competition. It is permissible at 1<sup>st</sup> base and home plate.

**\*\*\*\*\***

## **PART V CHURCH SOFTBALL**

**NOTE:** Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the Official ESA SPORTS Rulebook.

**\*\*NOTE: CLASSIFICATION OF CHURCH SOFTBALL TEAMS: Competitive & Recreational.**

**RULE 1 – DEFINITIONS**

No Changes. Refer to "General Playing Rules".

**RULE 2 – THE PLAYING FIELD**

No Changes. Refer to Rule 2.

**RULE 3 – EQUIPMENT**

**Sec. 6 UNIFORM**

a. **ESA SPORTS CHURCH UNIFORM REQUIREMENTS:**

Competitive - Matching uniforms with numbers

Recreational - Matching shirts with numbers.

## RULE 4 – PLAYERS AND SUBSTITUTIONS

No Changes. Refer to .

## RULE 5 – THE GAME

Sec. 3 A regulation game shall consist of seven (7) innings.

- a. If, because of the removal of the player(s) from the game by the umpire, or for any cause, there are less than nine (9) players on either team.
- b. During all tournament play (Qualifying, State, Regional and World Series), in the event of rain or any cause that interrupts a game, the game must be resumed at the exact point where it was stopped.
- c. In the event that a tournament cannot be completed, an official game may be called after 5 innings of play, or 4 ½ innings of play if the home team is ahead.

**NOTE:** Players listed in the lineup and not available at game time may be substituted for when play is resumed.

Sec. 9 Adult division (Male and Female)

Players are eligible for adult division play once they have reached their sixteenth (16<sup>th</sup>) birthday.

Sec. 10 Home run limits for Church Play:

(Any untouched ball hit over the fence is considered a Home Run)

- a. Class “B” Open Division – Fifteen (15) any additional HR’s will be scored an out.
- b. Class “C” – Ten (10) any additional HR’s will be scored an out.
- c. Class “D” – Six (6) HR, any additional HR’s will be scored an out.
- d. Class “E” – Three (3) HR, any additional HR’s will be scored an out.
- e. Class “Recreational – One (1), any additional HR’s will be scored an out.

**NOTE:** See Rule 5 for homerun rule

**Sec. 13 Any ball touched by a defensive player**, which goes over the fence in fair territory, shall not be included in the total of over the fence home runs.

Sec. 14 Church Eligibility

- a. A player or team is eligible to play Church Softball if he/she, or they, meet the active membership of the Church, certified by the signature of the Official of the Church.

Sec. 15 Qualification for post-season Church Play

- a. A team must compete in a Qualifying or State Tournament to qualify to play in the ESA SPORTS Church World Series.

**NOTE:** If there are no qualifying or state tournaments in a state or region, invitations can be issued by the National Office for a team to participate in the World Series.

**Sec. 16** The roster should be frozen by the State Director when that church team qualifies to play in the ESA SPORTS Post Season Tournament.

## RULE 6 – PITCHING REGULATIONS

No changes, Refer to Rule 6.

## RULE 7 – BATTING

No changes, Refer to Rule 7.

## RULE 8 – BASERUNNING

No changes, Refer to Rule 8.

## RULE 9 – DEAD BALL/BALL IN PLAY

No changes, Refer to Rule 9.

## RULE 10 – UMPIRES

No changes, Refer to Rule 10.  
RULE 11 – PROTESTS  
No changes, Refer to Rule 11.



## PART VI INDOOR SLOWPITCH SOFTBALL

**NOTE:** Any rules not covered or found in this section will be covered or found in Part I of the current edition of the Official ESA SPORTS Rulebook.

### RULE 3 –EQUIPMENT

**Sec. 2 A** .44 COR softball must be used in indoor play.

### RULE 6 –PITCHING

**Sec. 1** In the indoor Coed Division a male must be used in the pitching position.

### RULE 7 –BATTING

**Sec. 1** In slow pitch only, the batter will start with one (1) ball and one (1) strike count.

### RULE 8 –BASERUNNING

No changes, Refer to Rule 8 See .



## PART VII SIXTEEN-INCH SOFTBALL

**NOTE:** Any softball rules not covered or found in this section will be covered or found in Part I of the current edition of the official ESA SPORTS Rulebook.

### RULE 1 - DEFINITIONS

No changes, Refer to Rule 1, “General Playing Rules”.

### RULE 2 – THE PLAYING FIELD

**Sec. 4 The official diamond** shall have base lines as follows:

- a. Sixteen (16) inch softball base lines will be sixty (60) feet.

**Sec. 5 The official diamond shall** have pitching distance as follows:

- a. Sixteen (16) inch softball pitching distance will be thirty-eight (38) feet.

**NOTE:** There is no batter’s box in the 16” Program

### RULE 3 – EQUIPMENT

**Sec. 1** The official bat

- a. The bat shall have a safety grip of cork, tape or any combination of materials.
- b. The grip should not be less than ten (10) inches long and shall not extend more than fifteen (15) inches from the small end of the bat.
- c. The bat can be any ounce and length and does not have to have the BPF of 1.20 permanently stamped by the manufacture.

d. The bat can be made of wood, metal or other materials approved by the ESA SPORTS.

**Sec. 2** The official softball

a. The sixteen (16) inch ball shall be between 15  $\frac{3}{4}$  and 16  $\frac{1}{4}$  inches in circumference and weigh between 9 and 10 ounces

**Sec. 3** Gloves

a. Gloves are optional at the state tournament and above in the Men's 16 Inch Program

b. No gloves are allowed in the Chicago land area for men or women. Other states or teams outside the Chicago land area may wear gloves. In the World Series, the teams from the Chicago land area can wear gloves when they play a team from outside the Chicago land area but cannot wear gloves when playing teams from within the Chicago land area. When teams from outside the Chicago land area play against each other, gloves are approved for play.

**RULE 4 – PLAYERS AND SUBSTITUTIONS**

No changes, Refer to Rule 4, .

**RULE 5 – THE GAME**

**Classifications:** Men's Major – Class "A" – Recreational  
Women – Class "A"

**RULE 6 – PITCHING REGULATIONS**

**Sec. 1 A legal delivery shall** be delivered with an under handed motion.

a. The pitcher must present the ball to the batter while standing on the pitching rubber.

b. After presenting the ball for one (1) second, the pitcher may take one (1) step in any direction.

c. Once a pitcher has taken the step, the ball must be presented again before the ball is delivered.

**NOTE:** The non-pivot foot may be placed in any direction except in front of the pivot foot.

d. The minimum and maximum pitching arcs from the ground are six (6) feet and twelve (12) feet, respectively.

e. The pitcher shall be allowed two (2) fake delivery motions to either home plate or an occupied base. On the third motion, the ball must be delivered to home plate.

f. At no time may a pitcher use a windmill motion.

**RULE 7 – BATTING**

No changes, Refer to Rule 7, .

**RULE 8 – BASERUNNING**

**Sec. 1** Base stealing is not permitted

a. A baserunner is permitted to lead off the base but is subject to being picked off of

b. that base.

c. If a pick-off delivery is made on a baserunner off first, second, or third base, he/she may advance at his/her own risk to the next base if it is unoccupied.

**RULE 9 – DEAD BALL/BALL IN PLAY**

No changes, Refer to Rule 9, .

**RULE 10 – UMPIRES**

No changes, Refer to Rule 10, .

RULE 11 – PROTESTS  
No changes, Refer to Rule 11, .



## PART VIII COED SIXTEEN-INCH SOFTBALL

### RULE 4 – PLAYERS AND SUBSTITUTIONS

#### **Sec. 1 A team shall consist of:**

- a. 9, 10, or 12 with the extra players. If a team uses the optional EP rule and plays twelve (12) players, six (6) must be male and six (6) must be female. **NOTE:** It is never permissible to use eleven (11) players.
- b. If the team uses 10 players, five (5) must be male and five (5) must be female.
- c. A team can start a game with a minimum of Nine (9) players. If a team has only nine (9) players, the 10<sup>th</sup> position in the batting order is scored as an out . **NOTE:** When a team is left with a vacant 10<sup>th</sup> spot in the lineup, for any reason, the opposing team may not with two (2) outs intentionally or unintentionally walk the previous batter, in order to get to the “automatic out” created by the vacant spot in the batting order.
- c. There must be one (1) female in the outfield at all times. All other positioning is
- d. left up to the individual manager.
- e. If a female player plays first base, she has the option of wearing a glove.
- f. Outfielders may not be on the infield surface until the pitch is released.
- g. Each team must have a male /female pitcher and catcher combination.

